KIRBY'S 20TH ANNIVERSARY
Celebration Book

Thank you for playing!

Kirby's Dream Land™

Kirby's Adventure™

Kirby's Pinball Land™

Kirby's Dream Course™

Kirby's Avalanche™

Kirby's Dream Land 2™

Kirby's Block Ball™

Kirby Super Star™

Kirby's Star Stacker™

Kirby's Dream Land™ 3

Kirby 64™ The Crystal Shards

Kirby™ Tilt 'n' Tumble

Kirby™ Nightmare in Dream Land

Kirby™ Air Ride

Kirby™ & The Amazing Mirror

Kirby™ Canvas Curse

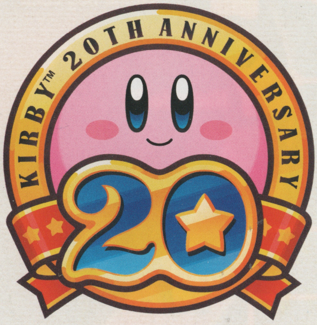
Kirby™ Squeak Squad

Kirby™ Super Star Ultra

Kirby's Epic Yarn™

Kirby™ Mass Attack

Kirby's™ Return to Dream Land


KIRBY™ 20TH ANNIVERSARY
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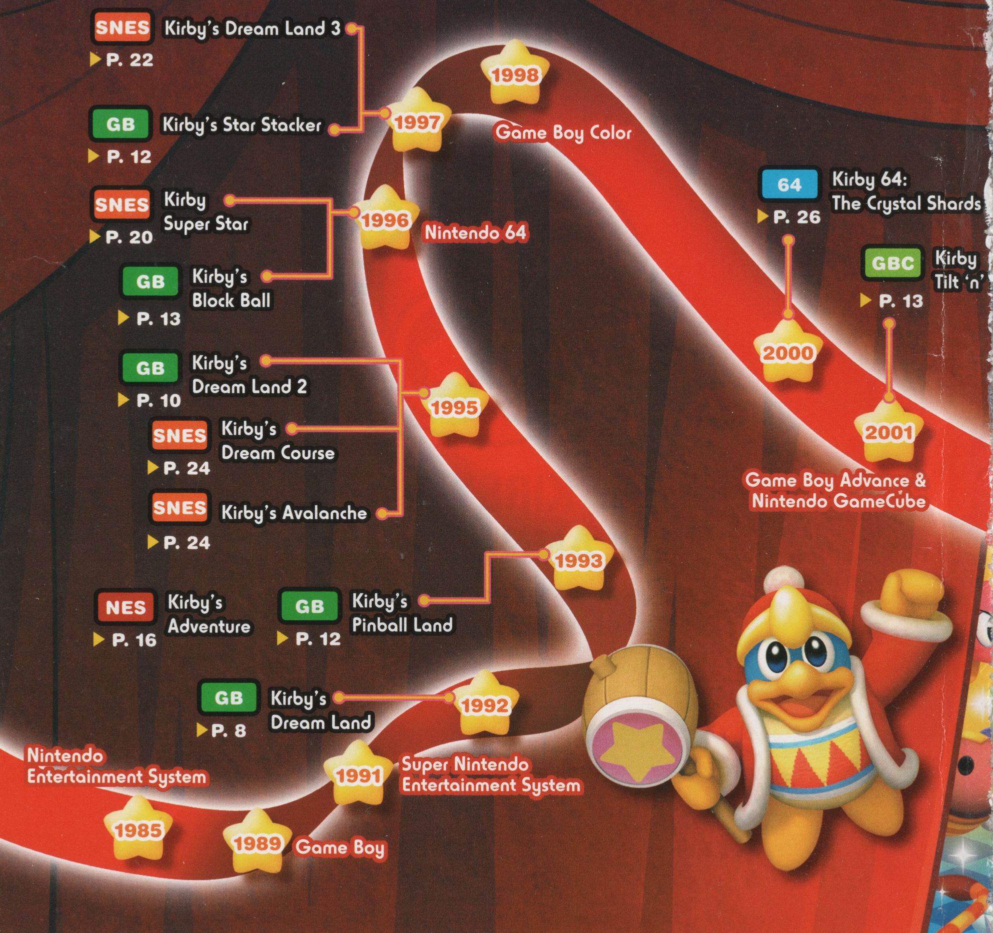
KIRBY'S
20TH ANNIVERSARY

Celebration Book

KIRBY'S HISTORY

1992~2012



1985 Nintendo Entertainment System

1989 Game Boy

1991 Super Nintendo Entertainment System

1992
- **GB** Kirby's Dream Land ▶ P. 8

1993
- **GB** Kirby's Pinball Land ▶ P. 12
- **NES** Kirby's Adventure ▶ P. 16

1995
- **GB** Kirby's Dream Land 2 ▶ P. 10
- **SNES** Kirby's Dream Course ▶ P. 24
- **SNES** Kirby's Avalanche ▶ P. 24

1996 Nintendo 64
- **SNES** Kirby Super Star ▶ P. 20
- **GB** Kirby's Block Ball ▶ P. 13

1997
- **SNES** Kirby's Dream Land 3 ▶ P. 22
- **GB** Kirby's Star Stacker ▶ P. 12

1998 Game Boy Color

2000
- **64** Kirby 64: The Crystal Shards ▶ P. 26

2001 Game Boy Advance & Nintendo GameCube
- **GBC** Kirby Tilt 'n' ▶ P. 13

Reading the Data Boxes

Released: December 1995 Genre: Action

★ Available as a Nintendo 3DS Virtual Console title

Virtual Console information, if applicable as of July 2012.

ble

2002
GBA Kirby: Nightmare in Dream Land ▶ P. 30

2003
GC Kirby Air Ride ▶ P. 32

2004 Nintendo DS
GBA Kirby & The Amazing Mirror ▶ P. 30

2005
DS Kirby: Canvas Curse ▶ P. 34

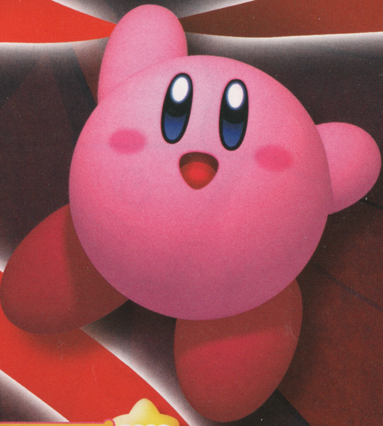
2006 Wii
DS Kirby: Squeak Squad ▶ P. 34

2008
DS Kirby Super Star Ultra ▶ P. 35

2010
Wii Kirby's Epic Yarn ▶ P. 38

2011
DS Kirby Mass Attack ▶ P. 35
Wii Kirby's Return to Dream Land ▶ P. 38

2012
Wii Kirby's Dream Collection Special Edition



GB	Game Boy	GBC	Game Boy Color	GBA	Game Boy Advance
NES	Nintendo Entertainment System	SNES	Super Nintendo Entertainment System	64	Nintendo 64
GC	Nintendo GameCube	DS	Nintendo DS	Wii	Wii

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KIRBY'S CORNER

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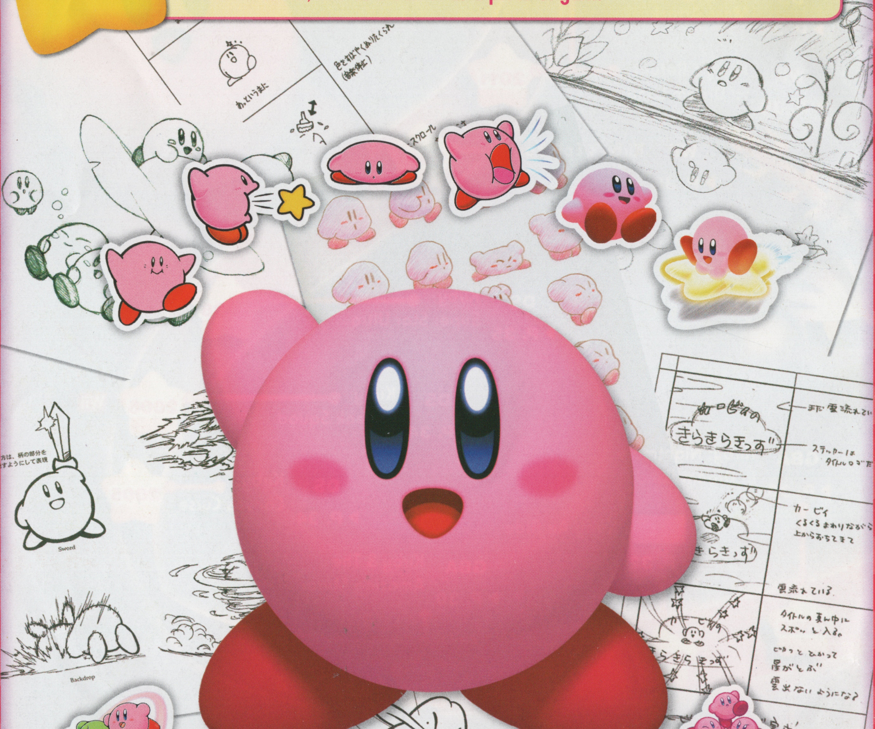
Kirby

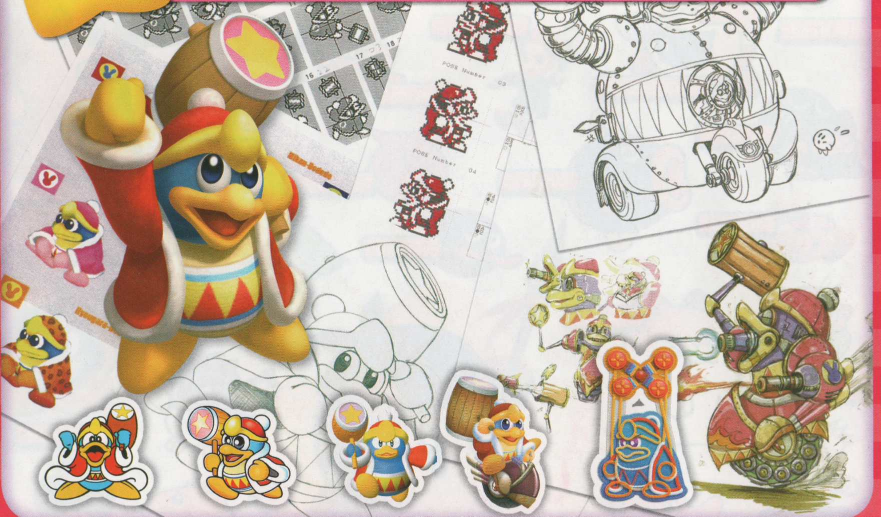
Kirby was created to be "a simple character who could be drawn quickly along with music." Kirby's design has evolved over the years, but it always stays true to that core concept. Kirby's simplicity makes it fun to imagine him in different forms, like as a ball or as a piece of yarn!

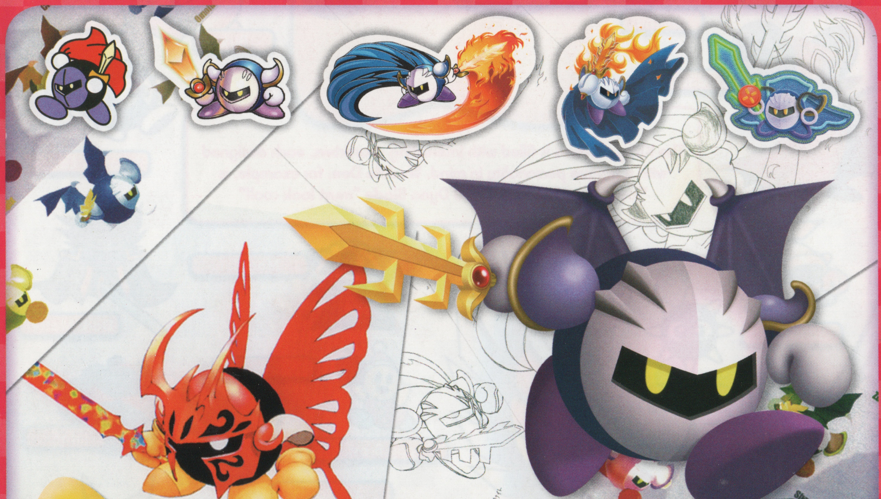

Sword
Backdrop
きらきらきっず
カービィ くるくるまわりながら 上からおちてきて
雲流れている
タイトルの真ん中に スポッと入る。
ピカっとひかって 星がとぶ
(REAR)
(TOP)
(BOTTOM)

Kirby's design may look simple, but it's the result of lots of detailed work.

King Dedede

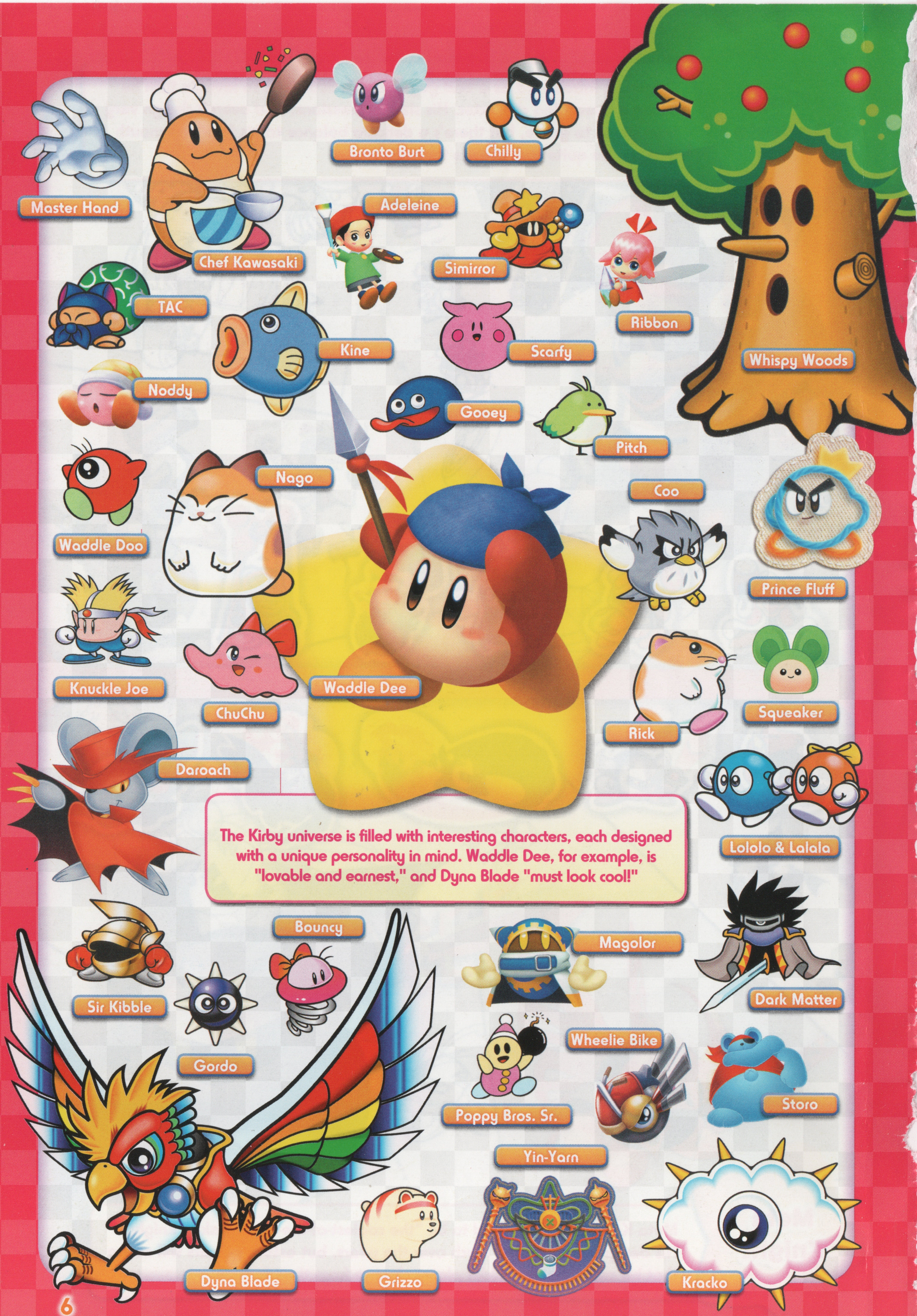
Originally introduced as a bad guy, King Dedede was so lovable that he became a recurring character. His size, expressions, and overall design vary from game to game, but there's a delicate balance to his face and mouth that can be quite a challenge for designers.





Meta Knight

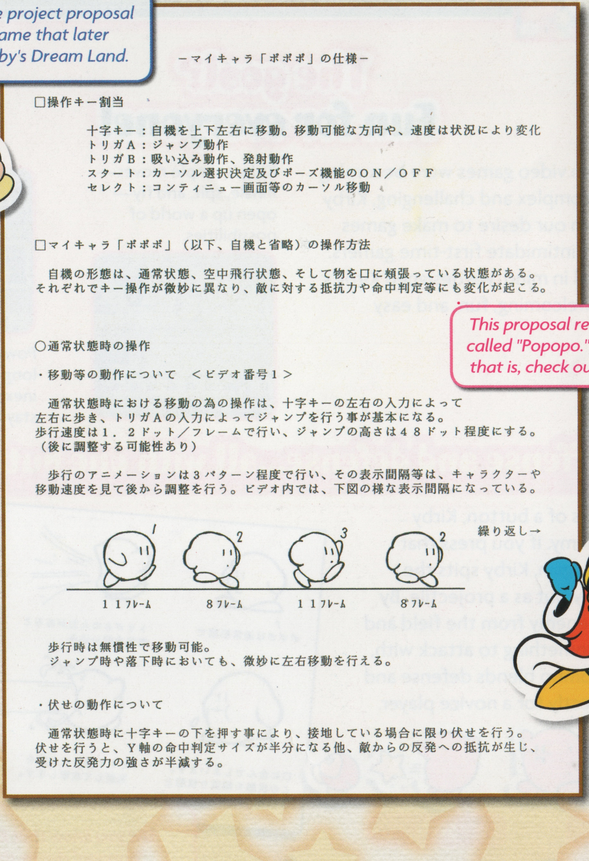
Meta Knight was designed to be "the coolest-of-the-cool masked knight." His design hasn't varied much over the years, but astute players will notice that his sword and shoulder plates change from time to time.


Master Hand
Chef Kawasaki
Bronto Burt
Chilly
Adeleine
Simirror
Ribbon
Whispy Woods
TAC
Kine
Scarfy
Noddy
Gooey
Pitch
Nago
Coo
Waddle Doo
Prince Fluff
Knuckle Joe
ChuChu
Waddle Dee
Squeaker
Rick
Daroach
Lololo & Lalala
Bouncy
Magolor
Dark Matter
Sir Kibble
Gordo
Wheelie Bike
Poppy Bros. Sr.
Storo
Yin-Yarn
Dyna Blade
Grizzo
Kracko

The Kirby universe is filled with interesting characters, each designed with a unique personality in mind. Waddle Dee, for example, is "lovable and earnest," and Dyna Blade "must look cool!"

GAME BOY　GAME BOY COLOR

Kirby's Dream Land
Kirby's Dream Land 2
Kirby's Pinball Land
Kirby's Star Stacker
Kirby's Block Ball
Kirby Tilt 'n' Tumble



Page 1 of the project proposal for the game that later became Kirby's Dream Land.

－マイキャラ「ポポポ」の仕様－

□操作キー割当

十字キー：自機を上下左右に移動。移動可能な方向や、速度は状況により変化
トリガA：ジャンプ動作
トリガB：吸い込み動作、発射動作
スタート：カーソル選択決定及びポーズ機能のON／OFF
セレクト：コンティニュー画面等のカーソル移動

□マイキャラ「ポポポ」（以下、自機と省略）の操作方法

自機の形態は、通常状態、空中飛行状態、そして物を口に頬張っている状態がある。それぞれでキー操作が微妙に異なり、敵に対する抵抗力や命中判定等にも変化が起こる。

○通常状態時の操作

・移動等の動作について　＜ビデオ番号１＞

通常状態時における移動の為の操作は、十字キーの左右の入力によって左右に歩き、トリガAの入力によってジャンプを行う事が基本になる。
歩行速度は１．２ドット／フレームで行い、ジャンプの高さは４８ドット程度にする。
（後に調整する可能性あり）

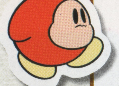
歩行のアニメーションは３パターン程度で行い、その表示間隔等は、キャラクターや移動速度を見て後から調整を行う。ビデオ内では、下図の様な表示間隔になっている。

歩行時は無慣性で移動可能。
ジャンプ時や落下時においても、微妙に左右移動を行える。

・伏せの動作について

通常状態時に十字キーの下を押す事により、接地している場合に限り伏せを行う。
伏せを行うと、Y軸の命中判定サイズが半分になる他、敵からの反発への抵抗が生じ、受けた反発力の強さが半減する。

This proposal refers to someone called "Popopo." To find out who that is, check out the next page!



Game Boy

The game that started it all!

KIRBY'S DREAM LAND™

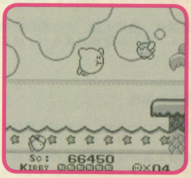
Released: August 1992 Genre: Action, Platformer

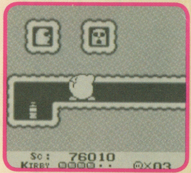
★ Available as a Nintendo 3DS Virtual Console title.

The goal? Fun for everyone!

In a time when video games were becoming increasingly complex and challenging, Kirby was born from our desire to make games that wouldn't intimidate first-time gamers. With that goal in mind, we designed Kirby's world to be welcoming, fun, and easy to explore.

Kirby's simple moves—inhale, spit, and fly—open up a world of possibilities.

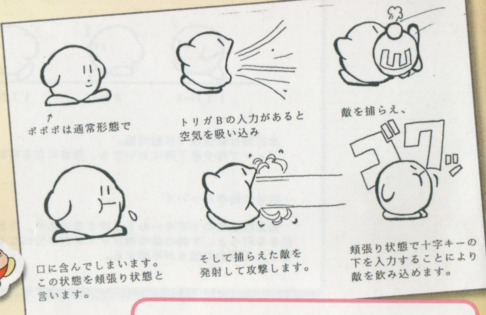




Power-ups and Kirby's long life meter help inexperienced players stay in the game.

Offense and defense...all with one button!

With the press of a button, Kirby inhales an enemy. If you press that same button again, Kirby spits the inhaled enemy out as a projectile. By removing an enemy from the field and giving Kirby something to attack with, this simple combo blends defense and offense perfectly for a novice player.



ポポポは通常形態で

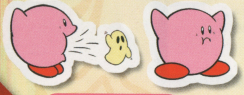
トリガBの入力があると
空気を吸い込み

敵を捕らえ、

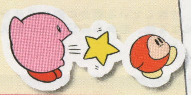
口に含んでしまいます。
この状態を頬張り状態と
言います。

そして捕らえた敵を
発射して攻撃します。

頬張り状態で十字キーの
下を入力することにより
敵を飲み込めます。

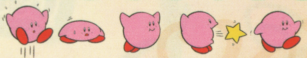


Inhale and...



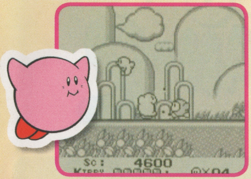
SPIT!

Did you know that Kirby was called "Popopo" during the early stages of development?



To top it all off, our hero can fly!

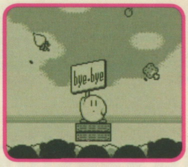
We wanted our hero to be able to fly so players could soar over areas they found too difficult.


SC: 4600
KIRBY
×04

Flying through a stage is easy, but if you stay up high you won't get to have fun inhaling bad guys and finding power-ups!

Hungry for a challenge? Try the extra game!

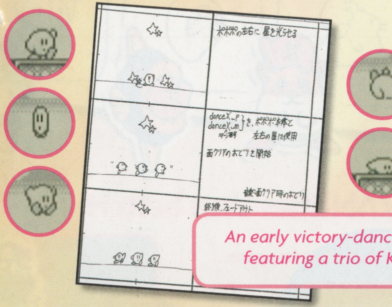
Of course, beginners weren't the only people we were thinking of. We wanted experienced players to have fun with Kirby too! That's why we created an extra game, which features faster, stronger enemies for an extra challenge.



To find out how to unlock the extra game, pay attention to what happens when you beat the normal game. I wonder what happens if you beat the extra game too...

Kirby's always loved dancing!

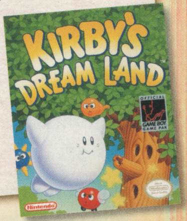
We came up with Kirby's famous victory dances very early on. They even appear in the original project proposal for Kirby's Dream Land! Unfortunately, back then games didn't have much memory to spare, so we used combinations of Kirby's regular moves to make it look like Kirby was dancing.


ポポポの左右に星を光らせる
danceX_p
danceX_m
を、ポポポ本体と
左右の星に使用
ステージ番号
面クリアのおどりを開始
面クリア時のおどり
終了後、フェードアウト

An early victory-dance sketch featuring a trio of Kirbys.

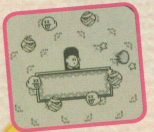
Is that a *white* Kirby...?!

The international release of Kirby's Dream Land featured a white Kirby because the designers had only seen Kirby on the Game Boy's black-and-white screen, where Kirby appears to be white! Kirby was restored to his proper pink palette worldwide with the release of Kirby's Adventure.

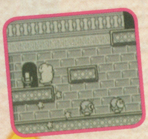

KIRBY'S
DREAM LAND
OFFICIAL
GAME BOY GAME PAK
Nintendo

Our Favorite Moments

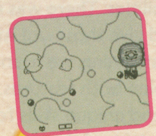
Remember these classic scenes?



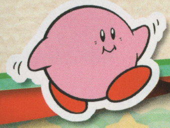
Getting swarmed by ghosts!



Smashing enemies with a song!



Battling a blimp!



Kirby's friends make exploring even more fun!

KIRBY'S DREAM LAND 2™

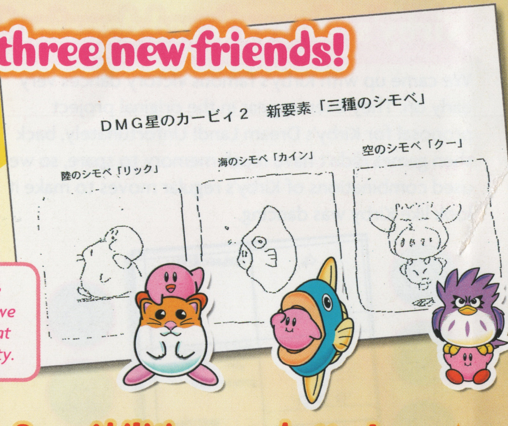
Released: May 1995 Genre: Action, Platformer

★ Available as a Nintendo 3DS Virtual Console title.

Introducing three new friends!

We wanted to give Kirby new ways to get around. We considered lots of possibilities and finally came up with Rick, Kine, and Coo, three new characters who could carry Kirby.

At the start of their development, we called these characters "minions," but we changed them to "friends" because that felt more fitting given Kirby's personality.



DMG星のカービィ２　新要素「三種のシモベ」

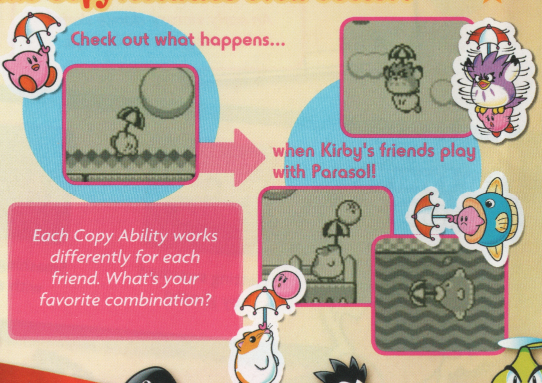
陸のシモベ「リック」

海のシモベ「カイン」

空のシモベ「クー」

Kirby's friends make Copy Abilities even better!

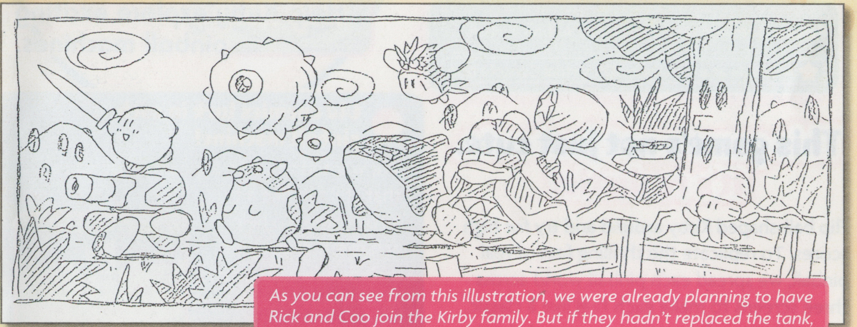
One of the things we struggled with when we added Kirby's friends was deciding what to do with Kirby's Copy Abilities. There was no way we could give those up! After a lot of brainstorming, we found a way to combine both features. We gave each friend unique skills for the land, sea, and sky, and then we created different Copy Ability variations for each character.


Check out what happens...
when Kirby's friends play with Parasol!

Each Copy Ability works differently for each friend. What's your favorite combination?

Why is Kirby riding a *tank*...?!

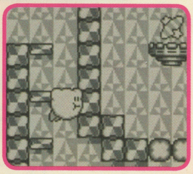
In this cover illustration from the original project proposal for Kirby's Dream Land 2, Kirby leads the gang into action from the top of a tank! Giving Kirby a tank to ride was one of our early ideas, but we got feedback that riding animals would fit Kirby better. That's when Rick, Kine, and Coo joined the team!



As you can see from this illustration, we were already planning to have Rick and Coo join the Kirby family. But if they hadn't replaced the tank, would Kirby have become a military action game?!

This is one of the hardest games in the series!

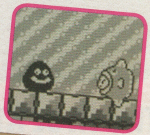
If you want to earn a 100% completion rating in this game, you've got to collect all of the Rainbow Drops. But doing that's no easy task—we've hidden them in hard-to-find places, and it will take smarts and skill to reach them. Collecting them all is a challenge only a true Kirby master can conquer. We dare you to find them all!



Rainbow Drops are placed so that you can only get them if you are teamed up with the right friend or have the right Copy Ability equipped.

Who's this...?

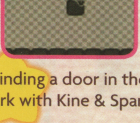
If you defeat a midboss while teamed up with a friend, a character appears who looks a lot like a certain long-tongued blue fellow from Kirby's Dream Land 3. You can't team up with this mysterious stranger, but he helps by restoring Kirby's health.



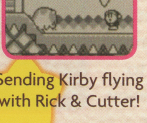
I think he's glad to be free of that midboss!

Our Favorite Moments

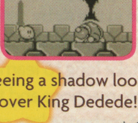
Remember these classic scenes?



Finding a door in the dark with Kine & Spark!

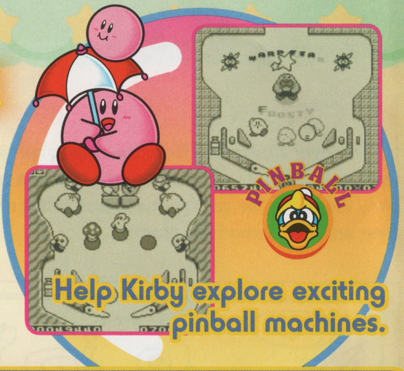


Sending Kirby flying with Rick & Cutter!



Seeing a shadow loom over King Dedede!

KIRBY'S PINBALL LAND™



Help Kirby explore exciting pinball machines.

Released: November 1993 Genre: Action, Pinball

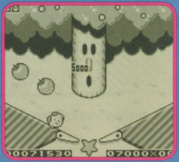
Available as a Nintendo 3DS Virtual Console title.

This game's not just cute. It's realistic!

Flip ball-shaped Kirby around and try for high scores! To replicate the thrilling feel of real pinball, we spread each pinball world across three screens to make each feel like a classic, long pinball machine. You can even shake the machines, just like at a real arcade!

Old enemies lurk in each pinball machine!

We wanted to make a great pinball game that still felt like a true Kirby game. To help achieve that goal, we included familiar bosses like Whispy Woods and Kracko.



KIRBY'S STAR STACKER™

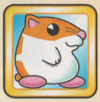
Released: April 1997 Genre: Action, Puzzle

Available as a Nintendo 3DS Virtual Console title.

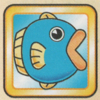
The first Kirby puzzle game is fun for everyone!

This falling-object puzzle game is a unique title in the Kirby series, but like all the others, it's perfect for beginners. It doesn't take long to learn how to create chain reactions and then enjoy the thrill of gathering lots of stars.

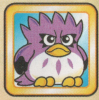
What friendly blocks!



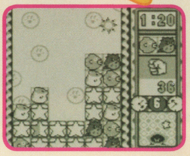
Rick



Kine

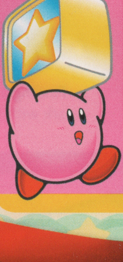


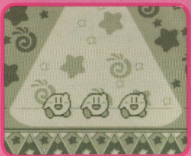
Coo



Bigger, better Kirby dancers!

In this game, we drew the dancing Kirbys a little bigger than usual. The larger size let us add more details to their dance moves! Don't you think it looks more dynamic?





GAME BOY
KIRBY'S BLOCK BALL

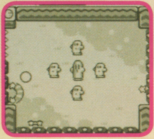
KIRBY'S BLOCK BALL™

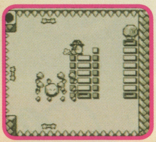
Released: May 1996 Genre: Action

Available as a Nintendo 3DS Virtual Console title.

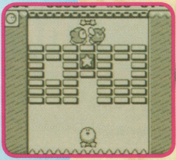
Kirby meets a classic!

With Kirby's Block Ball, we put a Dream Land spin on an arcade classic. By moving horizontal and vertical panels, you direct ball-shaped Kirby toward smashable blocks. Copy Abilities add even more excitement to the mix, creating a whole new experience!

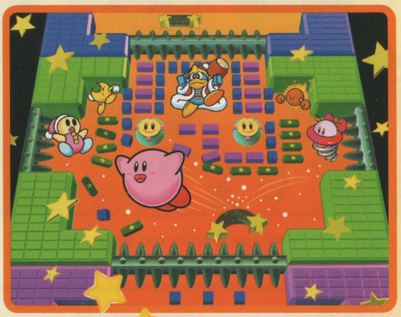




Kirby started out as part of the paddles!



Originally, Kirby was just going to be worked into the paddles' design, but all that changed then we realized Kirby would make the perfect ball! We wanted to include regular Kirby too, so we added a feature that lets you switch between bouncing ball-shaped Kirby and jumping regular Kirby.

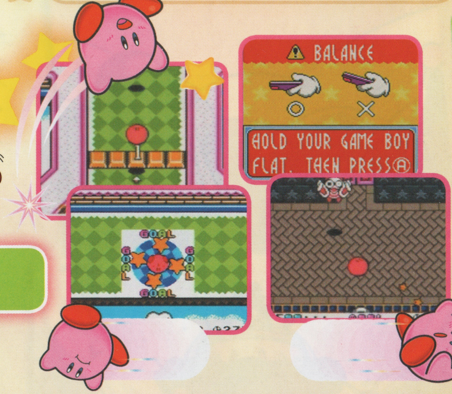


Game Boy Color

GAME BOY COLOR
KIRBY Tilt 'n' Tumble

KIRBY Tilt 'n' Tumble™

Released: April 2001 Genre: Action


BALANCE

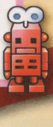
HOLD YOUR GAME BOY FLAT, THEN PRESS Ⓐ

A totally new way to cont-ROLL Kirby!

This was the first portable-console software in the world to feature an acceleration sensor. To control ball-shaped Kirby, you had to tilt and flip your Game Boy Color system. This game introduced players to a whole new kind of tactile fun!

Wake up, Kirby!

Kirby falls asleep when the game is paused, but if you shake the system, Kirby will wake up and look around, all confused! That's just one of the many fun little features of this game.

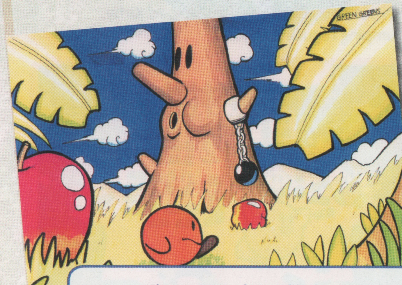


For original Twinkle Popo ads, see page 40!

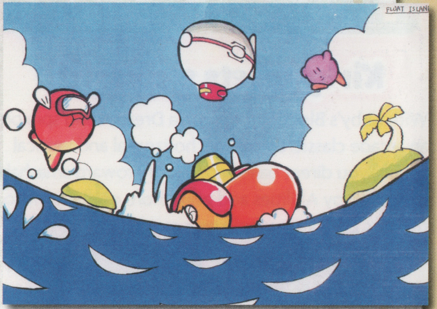
Kirby's Corner

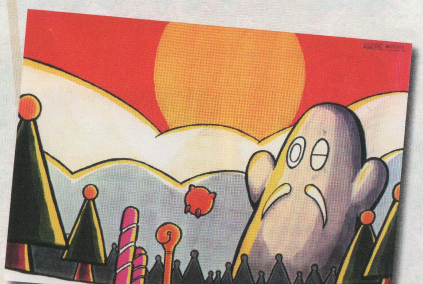
The Tale of Twinkle Popo

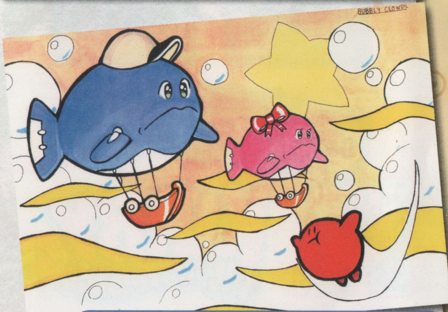
Twinkle Popo is the original game concept that later evolved to become Kirby's Dream Land. The images below are precious illustrations created way back when Kirby was still called Popopo. Please enjoy this look at Popopo's world, which is a bit like Kirby's but features some interesting differences.


GREEN GREENS

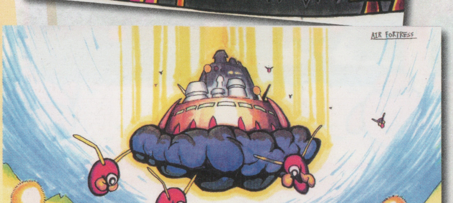
Whispy Woods, making a very early appearance!


FLOAT ISLAN

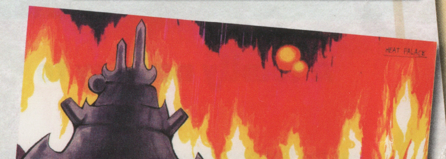

ELDER WOODS


BUBBLY CLOWDS

A pair of living airships. With such gentle eyes, they must be friendly!


AIR FORTRESS

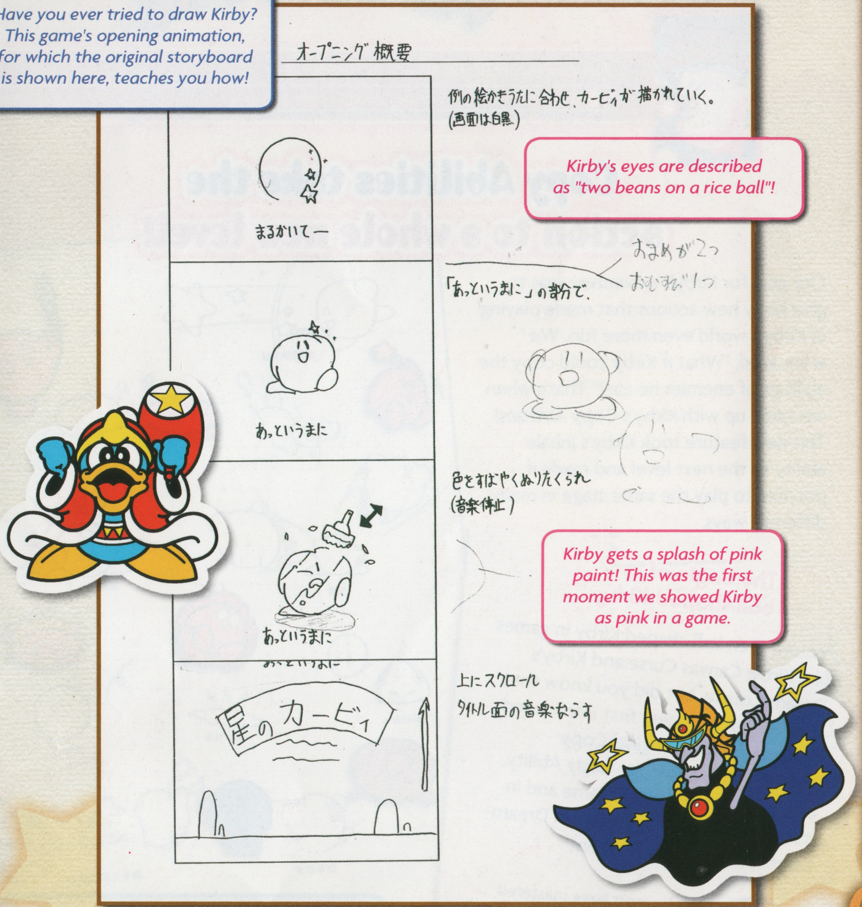
Popopo running toward a flying fortress. He's so brave!


HEAT PALACE

NINTENDO ENTERTAINMENT SYSTEM™

Kirby's Adventure

Have you ever tried to draw Kirby? This game's opening animation, for which the original storyboard is shown here, teaches you how!



オープニング概要

例の絵かきうたに合わせ、カービィが描かれていく。
(画面は白黒)

まるかいてー

「あっというまに」の部分で、
おまめが2つ
おむすび1つ

あっというまに

色をすばやくぬりたくられ
(音楽停止)

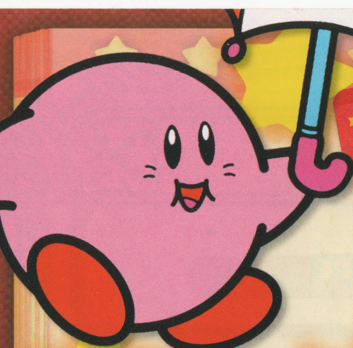
あっというまに

あっというまに

上にスクロール
タイトル画の音楽ならす

Kirby's eyes are described as "two beans on a rice ball"!

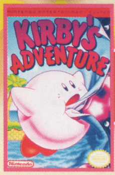
Kirby gets a splash of pink paint! This was the first moment we showed Kirby as pink in a game.



Nintendo Entertainment System

Introducing Kirby in color and Copy Abilities!

KIRBY'S ADVENTURE™

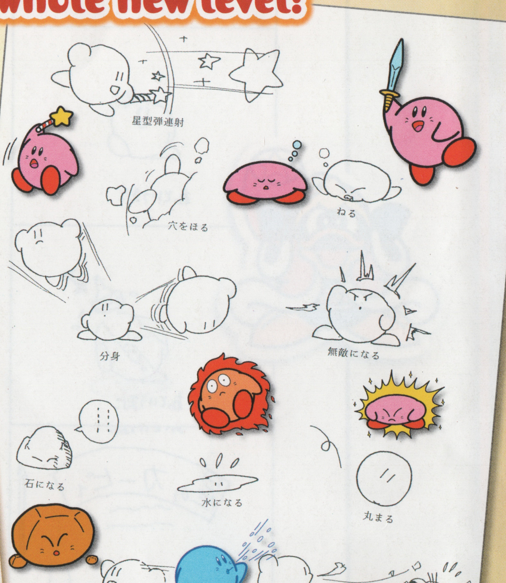


Released: May 1993 Genre: Action, Platformer

Available as a Wii Virtual Console title and as a Nintendo 3DS 3D Classics title.

Copy Abilities take the action to a whole new level!

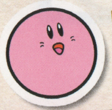
Our goal for Kirby's Adventure was to give Kirby new actions that made playing in Kirby's world even more fun. We wondered, "What if Kirby could copy the abilities of enemies he ate?" That's when we came up with Kirby's Copy Abilities! This new feature took Kirby's inhale ability to the next level and made it possible to play the same stage in many different ways.


星型弾連射
ねる
穴をほる
分身
無敵になる
石になる
水になる
丸まる
姿を消す
敵をこおらせる

In these early sketches, you can see a few ideas that didn't make the cut—we considered letting Kirby dig holes, turn invisible, multiply, and even turn into a puddle of water!

The origin of ball-shaped Kirby...

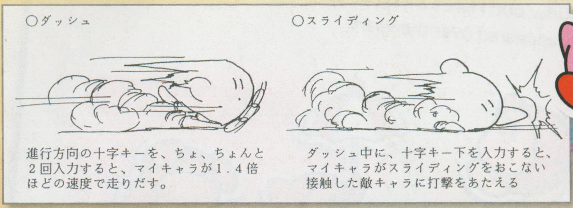
You've seen ball-shaped Kirby in games like Kirby: Canvas Curse and Kirby's Dream Course, but did you know that this familiar form was first introduced by one of Kirby's original Copy Abilities? This particular Copy Ability, Ball, only appears in this game and in its remake, Kirby: Nightmare in Dream Land...but its legacy lives on!



Kirby must have mastered this ability. He sure makes a great ball in Kirby's Dream Course!

Kirby gets kicked up a notch!

We introduced Kirby's dash and slide in this game so players could pick up the pace if they wanted to. We also made Kirby's spit attack stronger if multiple enemies or objects were inhaled at once. That's something we had wanted to do since Kirby's Dream Land.

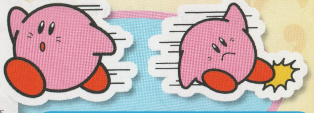


○ダッシュ

進行方向の十字キーを、ちょ、ちょんと
２回入力すると、マイキャラが１．４倍
ほどの速度で走りだす。

○スライディング

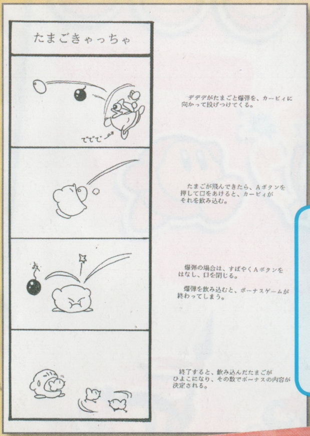
ダッシュ中に、十字キー下を入力すると、
マイキャラがスライディングをおこない
接触した敵キャラに打撃をあたえる



*Kirby looks **super** speedy in these sketches from the project proposal.*

Enjoy super-simple minigames!

Kirby's Adventure was designed to be easy for beginners, but we worried that all of Kirby's new moves and Copy Abilities might give some people the impression that it was a difficult game. That's why we created simple minigames that were very easy to enjoy!



たまごきゃっちゃ

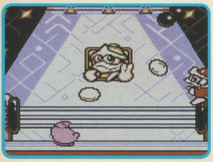
デデデがたまごと爆弾を、カービィに
向かって投げつけてくる。

たまごが飛んできたら、Aボタンを
押して口をあけると、カービィが
それを飲み込む。

爆弾の場合は、すばやくAボタンを
はなし、口を閉じる。

爆弾を飲み込むと、ボーナスゲームが
終わってしまう。

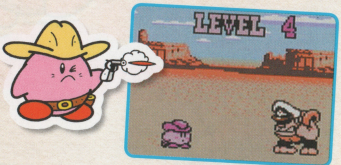
終了すると、飲み込んだたまごが
ひよこになり、その数でボーナスの内容が
決定される。



As you can see from these storyboard sketches, baby chicks coming out of Kirby's mouth in the Egg Catcher minigame was a very early idea.

What's up with Cowboy Kirby?

Is that a lost Copy Ability...?! Nope. That's just how Kirby dresses for the minigame Quick Draw!



The simple, addictive fun of trying to act before another character is so popular that we've made similar reflex-based minigames, like Samurai Kirby, in other Kirby titles.

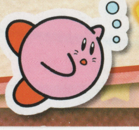
Our Favorite Moments

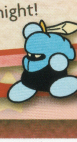
Remember these classic scenes?

Racing to a cannon!

Dueling with Meta Knight!

Chasing down Heavy Mole!



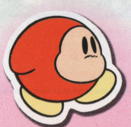


Kirby's Corner

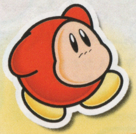
A closer look at one of our favorite characters!

The Wide World of Waddle Dee

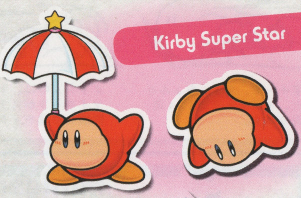
Cute little Waddle Dee has become one of the most beloved characters in the Kirby series. Strolling around stages, parachuting in with parasols, charging into battle... Sometimes he even helps Kirby out! Here's a look back at how this character has appeared over the years.



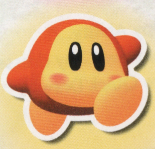
Kirby's Dream Land



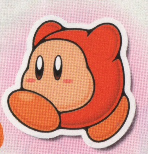
Kirby's Dream Land 2



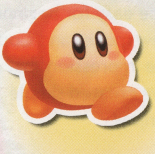
Kirby Super Star



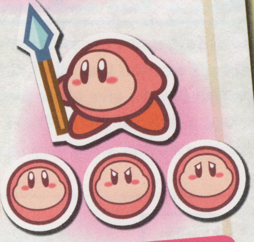
Kirby 64: The Crystal Shards



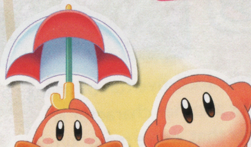
Kirby: Nightmare in Dream Land



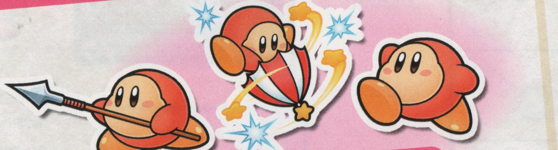
Kirby Air Ride



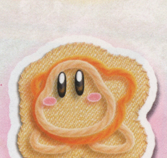
Kirby: Canvas Curse



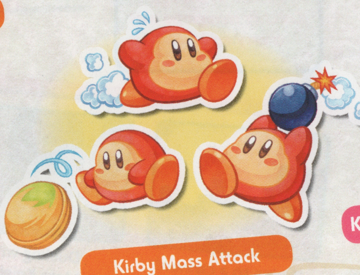
Kirby: Squeak Squad



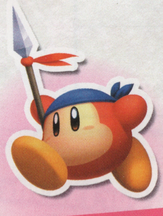
Kirby Super Star Ultra



Kirby's Epic Yarn



Kirby Mass Attack



Kirby's Return to Dream Land

SUPER NINTENDO
ENTERTAINMENT SYSTEM

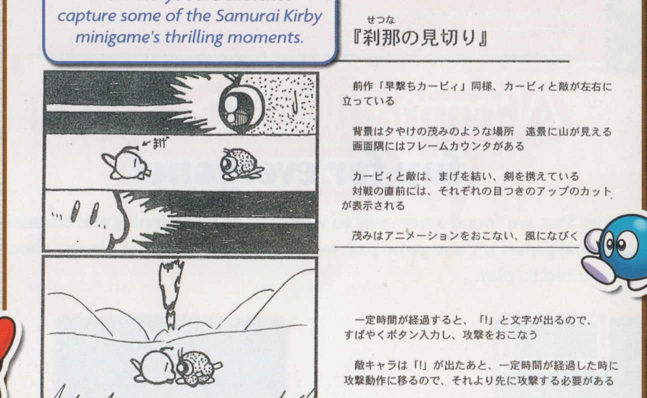
Kirby Super Star

Kirby's Dream Land 3

Kirby's Dream Course

Kirby's Avalanche

These storyboard sketches capture some of the Samurai Kirby minigame's thrilling moments.



『剎那の見切り』（せつな）

前作「早撃ちカービィ」同様、カービィと敵が左右に立っている

背景は夕やけの茂みのような場所　遠景に山が見える
画面隅にはフレームカウンタがある

カービィと敵は、まげを結い、剣を携えている
対戦の直前には、それぞれの目つきのアップのカットが表示される

茂みはアニメーションをおこない、風になびく

一定時間が経過すると、「!」と文字が出るので、すばやくボタン入力し、攻撃をおこなう

敵キャラは「!」が出たあと、一定時間が経過した時に攻撃動作に移るので、それより先に攻撃する必要がある

どちらかが攻撃をすると、画面がフラッシングし、カービィと敵が背中を向き合う位置にワープする

攻撃方法は前作同様、複数のものを用意する

やられた側にヒットマークを表示、その後たおれ等の動作をさ

対戦相手とやられのバリエーションは、５種類用意

なお、２人対戦プレイも考慮するので、「相打ち」もできるように設定する

We really wanted this minigame to have a classic, samurai-period feel, so we added details like Kirby's hairpiece and folding fan.

Super Nintendo Entertainment System

Eight games in one? What fun!

KIRBY SUPER STAR™

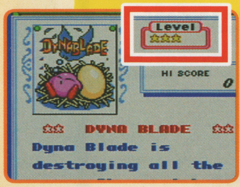
KIRBY
SUPER STAR
8 GAMES IN ONE!
SUPER NINTENDO

Released: September 1996 Genre: Action

★ Available as a Wii Virtual Console title.

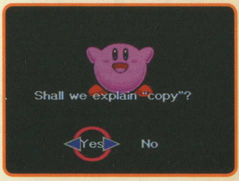
A bountiful buffet of Kirby fun for everyone!

With Kirby Super Star, we found a new way to welcome both beginning and advanced players. By including several games on one game pak, we created a title that let players choose what sort of game they wanted to play.



DYNA BLADE
Dyna Blade is destroying all the

To help players pick the right games for them, we labeled each with a difficulty rating.

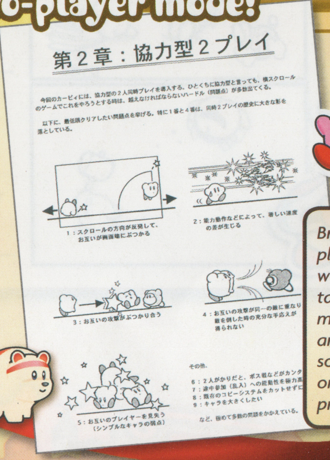


Shall we explain "copy"?

We also included tutorials so that even total beginners could enjoy every game.

At last, two-player mode!

One of the new features we really wanted to include in Kirby Super Star was two-player mode. However, this addition presented a lot of challenges. For example, how would screen scrolling work when two people tried to go in different directions? And how would we bring the second player into and out of the game? In order to solve all these problems, we created the Helper!



第２章：協力型２プレイ

今回のカービィには、協力型の２人同時プレイを導入する。ひとくちに協力型と言っても、横スクロールのゲームでこれをやろうとする時は、越えなければならないハードル（問題点）が多数出てくる。

以下に、最低限クリアしたい問題点を挙げる。特に１番と４番は、同時２プレイの歴史に大きな影を落としている。

1：スクロールの方向が反発して、お互いが画面端にぶつかる

2：能力動作などによって、著しい速度の差が生じる

3：お互いの攻撃がぶつかり合う

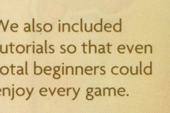
4：お互いの攻撃が同一の敵に重なり敵を倒した時の充分な手応えが得られない

5：お互いのプレイヤーを見失う（シンプルなキャラの弱点）

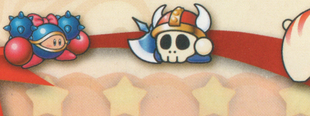
その他、

6：２人がかりだと、ボス戦などがカンタ
7：途中参加（乱入）への能動性を極力高
8：既存のコピーシステムをカットせずに
9：キャラを大きくしたい

など、極めて多数の問題をかかえている。

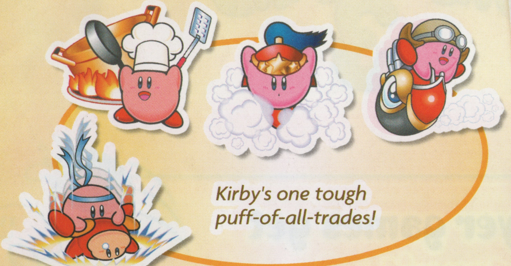


Bringing a second player into Kirby's world was no easy task. We faced many new problems and brainstormed solutions one by one at the project-proposal stage.



Kirby discovers fashion!

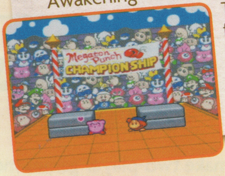
Kirby Super Star was the first game in the series to feature different looks for different Copy Abilities. With these adorable new outfits, Kirby became even more endearing!



Kirby's one tough puff-of-all-trades!

Can you spot the cameos?

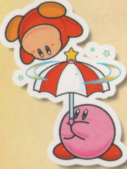
In The Great Cave Offensive, Kirby can find treasures based on classic Nintendo games like Super Mario Bros.™, EarthBound™, and The Legend of Zelda™. We thought it was only right to return the favor, since Kirby got to make a guest appearance in The Legend of Zelda™: Link's Awakening™!

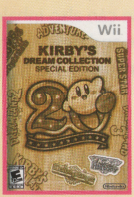


This screenshot is from the Megaton Punch minigame. Can you spot some familiar faces in the crowd?

Super game, superior packaging!

The original Japanese release of this game featured very memorable packaging: a Paulowina-wood box branded with text! We did that because, here in Japan, boxes made of Paulowina wood are often used to store valuables. Since this was such a special game, we packaged Kirby Super Star in this luxurious material!

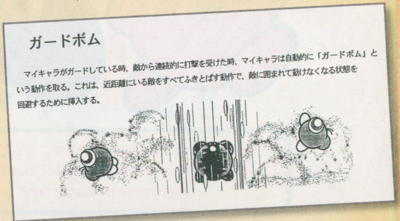




Now you know why the Kirby's Dream Collection Special Editiongame-disc packaging looks the way it does. It's in memory of a very special box!

Get ready to guard!

In this game, we added guarding to Kirby's collection of movements. At one point, we also thought about adding a Guard Bomb ability that would let Kirby blast nearby enemies after spending a certain amount of time in guard position, absorbing enemy attacks, but we cut that idea in the end.

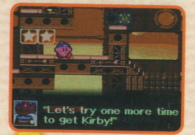


ガードボム

マイキャラがガードしている時、敵から連続的に打撃を受けた時、マイキャラは自動的に「ガードボム」という動作を取る。これは、近距離にいる敵をすべてふきとばす動作で、敵に囲まれて動けなくなる状態を回避するために挿入する。

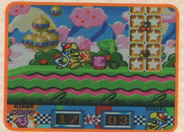
Our Favorite Moments

Remember these classic scenes?

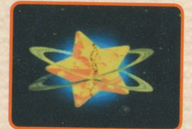


"Let's try one more time to get Kirby!"

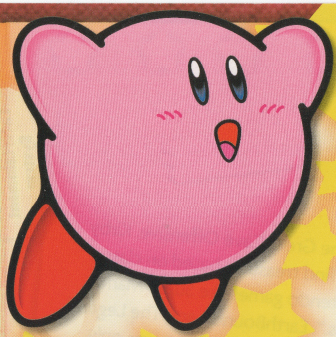
Being moved by the loyalty of Meta Knight's crew!



Racing for first in a food-finding frenzy!



Showing off our punching power!



Super Nintendo Entertainment System

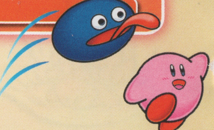
New friends make Dream Land even better!

KIRBY'S DREAM LAND 3

Kirby's Dream Land 3
Super Nintendo

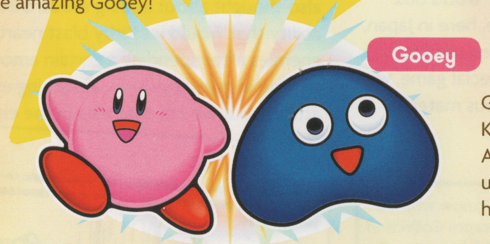
Released: November 1997 Genre: Action, Platformer

★ Available as a Wii Virtual Console title.



Two-player games get even greater with Gooey!

We wanted to make two-player games more fun by giving Player 2 a whole new level of freedom. Instead of controlling a Helper, what if Player 2 could control a character as full of power and potential as Kirby? Those questions led us to give Player 2 the amazing Gooey!

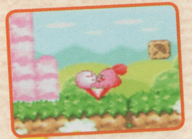


Gooey can do pretty much anything Kirby can do, including using Copy Abilities! He can also inhale and exhale underwater and devour enemies using his long tongue.

Gooey hasn't appeared in a Kirby game since Kirby's Dream Land 3. Could this be our rarest character?!

Our Favorite Moments

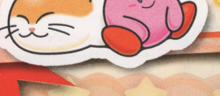
Remember these classic scenes?



Riding a parasol with ChuChu!

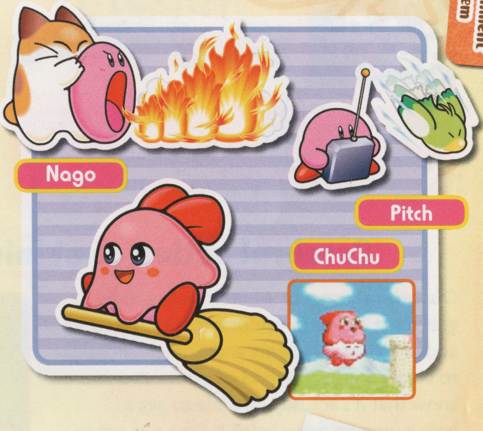
Watching Whispy Woods really lose its cool!

Finding Kirby's long-lost twin...?!



Team up with exciting new friends!

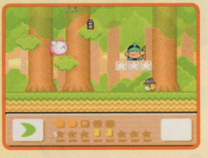
Teaming up with unique friends and finding out how they interact with different Copy Abilities is a really entertaining activity in Kirby's Dream Land 2. We wanted to take that fun even further, so we welcomed new friends into Kirby's world. We had a ton of fun deciding who these new friends would be and how each one worked.

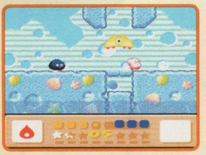


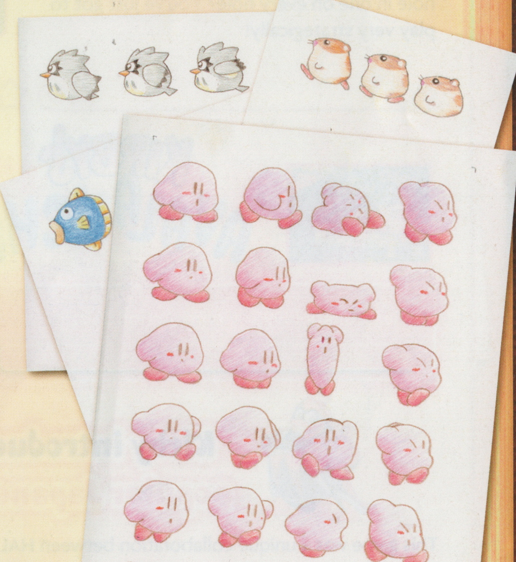
The most unique of Kirby's new friends, ChuChu is based on a certain eight-legged sea creature!

There are some scary bad guys in this colorful, gentle world!

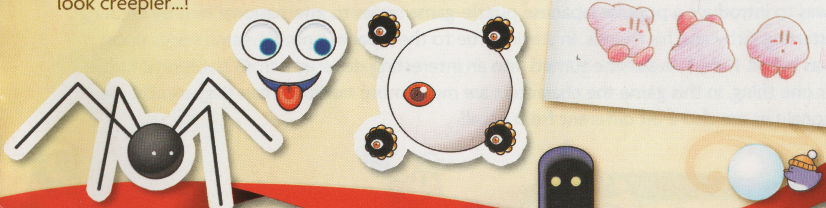
One of the most attractive aspects of the Kirby series is how cute Kirby and the gang look. To bring out that cuteness even more, we tried out a new art style in Kirby's Dream Land 3, making everything look soft and sweet, as if it was all drawn with colored pencils.







Of course, this being a Kirby game, we knew that no matter how cute the world was, we had to have scary enemies. You know, this art style might actually make the bad guys look creepier...!



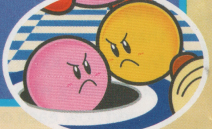
KIRBY'S DREAM COURSE

Released: February 1995 Genre: Action, Strategy

★ Available as a Wii Virtual Console title.

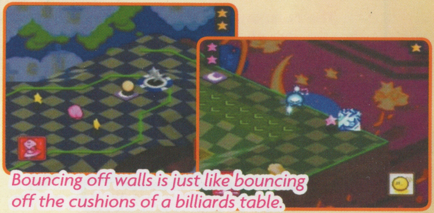
Who's that yellow guy?

Kirby's Dream Course was the first game in the Kirby series to include a versus mode. When two players faced off against each other, Player Two got to control a yellow Kirby! The development team nicknamed this character "Keeby," a play on words from the Japanese word for "yellow."



Cerebral action combining golf and billiards!

Our original concept was to create a Kirby golf game, but as development progressed we added billiards elements and Copy Abilities to create a unique hybrid of games. Did you know that it's actually possible to get a hole in one on *every* hole? You've just got to play very strategically!

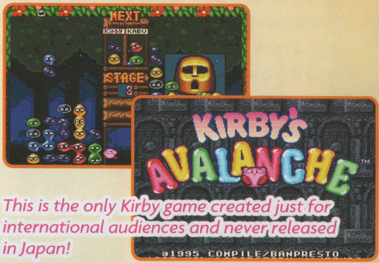


Bouncing off walls is just like bouncing off the cushions of a billiards table.

KIRBY'S AVALANCHE

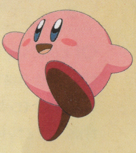
Released: April 1995 Genre: Action, Puzzle

★ Available as a Wii Virtual Console title.

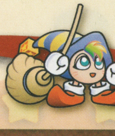


This is the only Kirby game created just for international audiences and never released in Japan!

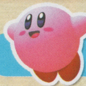
Kirby introduces players to a popular Japanese puzzle game!



This game was a unique collaboration between HAL Laboratory, Nintendo, and Compile. The goal was to introduce a popular Japanese puzzle-game series to international fans by creating a version starring Kirby and his friends. In staying true to the Japanese puzzle-game series upon which it was based, Kirby's Avalanche turned into an interesting departure from traditional Kirby games. For one thing, in this game the characters are much more talkative than they usually are. Their personalities are also a bit different from usual!

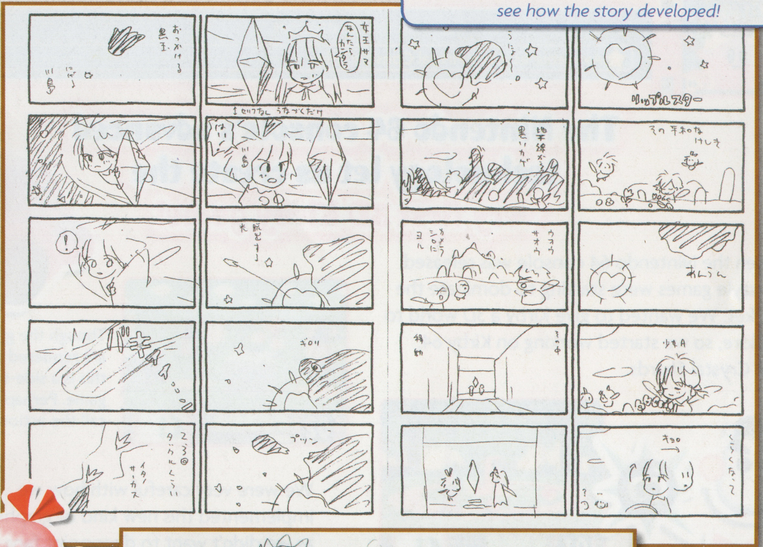


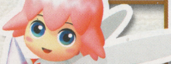
NINTENDO 64

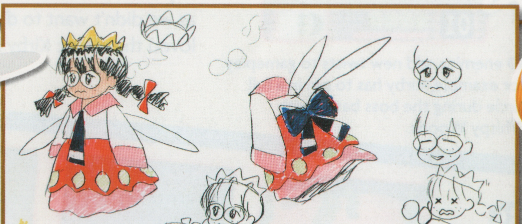


Kirby 64: The Crystal Shards

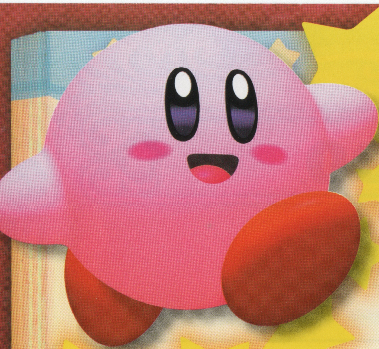
Below are storyboard sketches for the opening movie of Kirby 64: The Crystal Shards. If you compare them to the final movie, you can really see how the story developed!


おっかける 黒玉
川島 にげ~
!
バキィ
2/3◎ タックルくらい
イタ! サーカス
女王サマ なんだらカンダラ
↕セリフなし うなづくだけ
はいっ
川島
ギロリ
プッツン
うにょ~
地平線から 黒いカゲ
ウオウ サオウ
カメラ シロに ヨル
移動
その中
リップルスター
その平和な けしき
あんうん
少女A
キョロ
くらくなって
?




ドジ
たよりない
おちつきない

Rough sketches of the queen. Why does she look like she's about to cry...?



NINTENDO 64

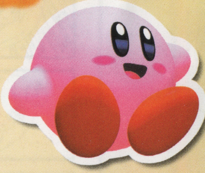
Kirby explores a world rendered in 3D!

KIRBY 64™ The Crystal Shards

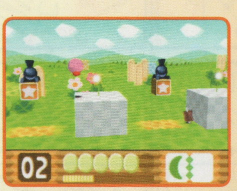
Released: June 2000 Genre: Action, Platformer

★ Available as a Wii Virtual Console title.

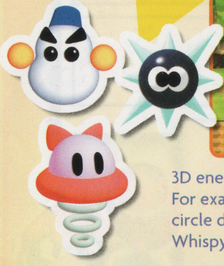
The Nintendo 64 console's advanced technology let us create the very first 3D Kirby game!

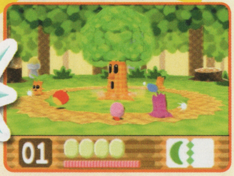


When the Nintendo 64 console was released, 3D-style games were starting to dominate the market. We wanted to give Kirby a 3D world to explore, so we started working on Kirby 64: The Crystal Shards.



Though the graphics are rendered in 3D, this is a side-scrolling game. Perhaps you'd call the action "2.5D"?



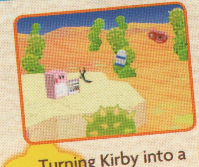


3D enemies add new twists to gameplay. For example, Kirby has to run in a full circle during the boss battle with Whispy Woods.

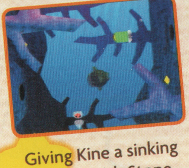
We were very careful with how we implemented this new kind of graphics, as we didn't want to disappoint fans who loved the classic Kirby look.

Our Favorite Moments

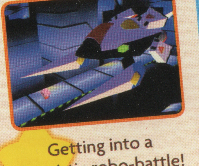
Remember these classic scenes?



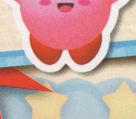
Turning Kirby into a fridge with Ice & Spark!



Giving Kine a sinking feeling with Stone & Cutter!

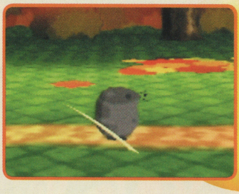


Getting into a futuristic robo-battle!



Power up with Power Combos!

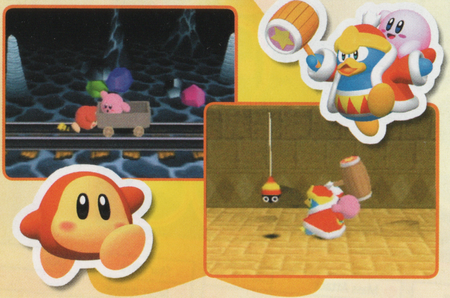
We created Power Combos to further enhance Kirby's Copy Abilities and explore what would happen if different Copy Abilities mixed together. In the end, we came up with 28 different combinations! Some are very powerful, and some are very strange!



A Power Combo of Stone + Cutter transforms Kirby into a rock, which then gets chiseled into the shape of one of Kirby's friends from Kirby's Dream Land 3!

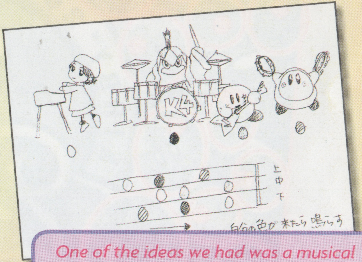
Check out these dream teams!

Some very familiar faces turn up to help Kirby during this adventure. These allies include past enemies like Waddle Dee and Kirby's archenemy King Dedede! Players even get to control King Dedede for a short while. Did you ever think you'd get to help King Dedede give Kirby a piggyback ride?!



Minigames get even better!

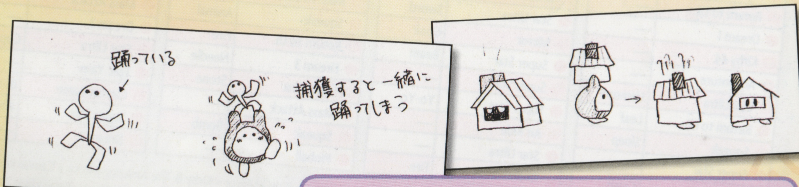
The Nintendo 64 console's technology made it possible to create four-player minigames. You can enjoy the timeless fun of these games again thanks to the Classic Games section of the Kirby's Dream Collection game disc!



One of the ideas we had was a musical minigame in which players performed together by following on-screen sheet music.

You were so close, Waddle Dee!

Waddle Dee shows up in this game in a supporting role, but originally we'd planned to have him be a controllable character like King Dedede! The sketches below show some of the ideas we had for him back then.

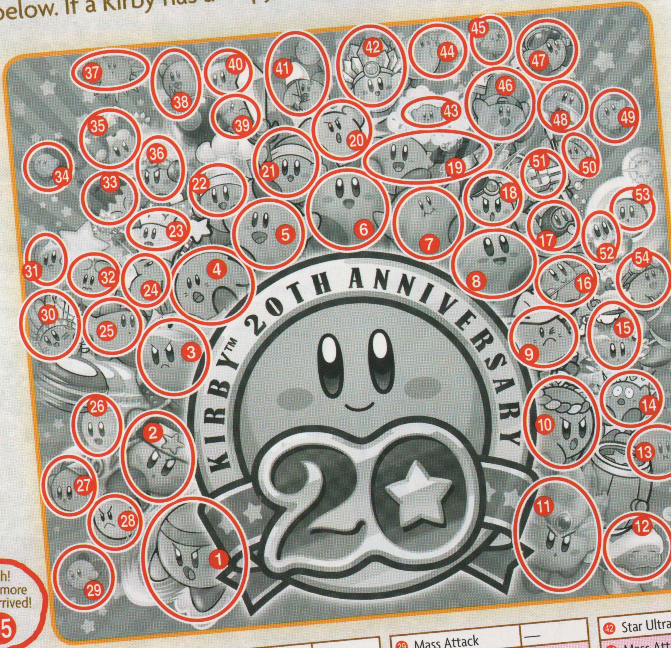

踊っている
捕獲すると一緒に
踊ってしまう

In the left sketch, Waddle Dee lifts up an enemy. The right sketch shows another move we planned for him: hiding in a house! We also wanted to give him dancing moves...

▶ Have you browsed this book's back cover?

Answers to the Cavalcade of Kirbys Quiz

Did you figure out where all the Kirbys on the back cover came from? You can check your answers here! Use the numbers to find Kirbys in the chart below. If a Kirby has a Copy Ability, its name is listed in the chart too.



Oh! One more just arrived!

55

①	Mirror	Fighter
②	Return to DL	Ninja
③	Squeak	Cutter
④	Adventure	—
⑤	Super Star	—
⑥	Return to DL	—
⑦	Dream 1	—
⑧	Kirby 64	—
⑨	Adventure	—
⑩	Star Ultra	Hammer
⑪	Return to DL	Leaf
⑫	Squeak	Sleep
⑬	Super Star	—
⑭	Adventure	Crash
⑮	Return to DL	Water
⑯	Return to DL	Cupid
⑰	Super Star	—
⑱	Star Ultra	Plasma
⑲	Mirror	Magic
⑳	Dream 2	Spark
㉑	Star Ultra	Sword
㉒	Mirror	Cook
㉓	Super Star	Beam
㉔	Super Star	—
㉕	Super Star	Yo-Yo
㉖	Air Ride	—
㉗	Star Ultra	—
㉘	Dream 2	Fire
㉙	Mass Attack	—
㉚	Star Ultra	Wing
㉛	Squeak	Hi-Jump
㉜	Stacker	—
㉝	Kirby 64	Fire + Stone
㉞	Mass Attack	—
㉟	Squeak	Animal
㊱	Return to DL	Fire
㊲	Dream 3	Needle
㊳	Super Star	Stone
㊴	Mass Attack	—
㊵	Squeak	Bomb
㊶	Pinball	—
㊷	Star Ultra	Ice
㊸	Mass Attack	—
㊹	Super Star	—
㊺	Mass Attack	—
㊻	Super Star	Paint
㊼	Star Ultra	Jet
㊽	Squeak	U.F.O.
㊾	Mass Attack	—
㊿	Dream 3	—
(51)	Star Ultra	Copy
(52)	Epic Yarn	—
(53)	Canvas Curse	Beam
(54)	Super Star	Wheelie Rider
(55)	Dream 3	—

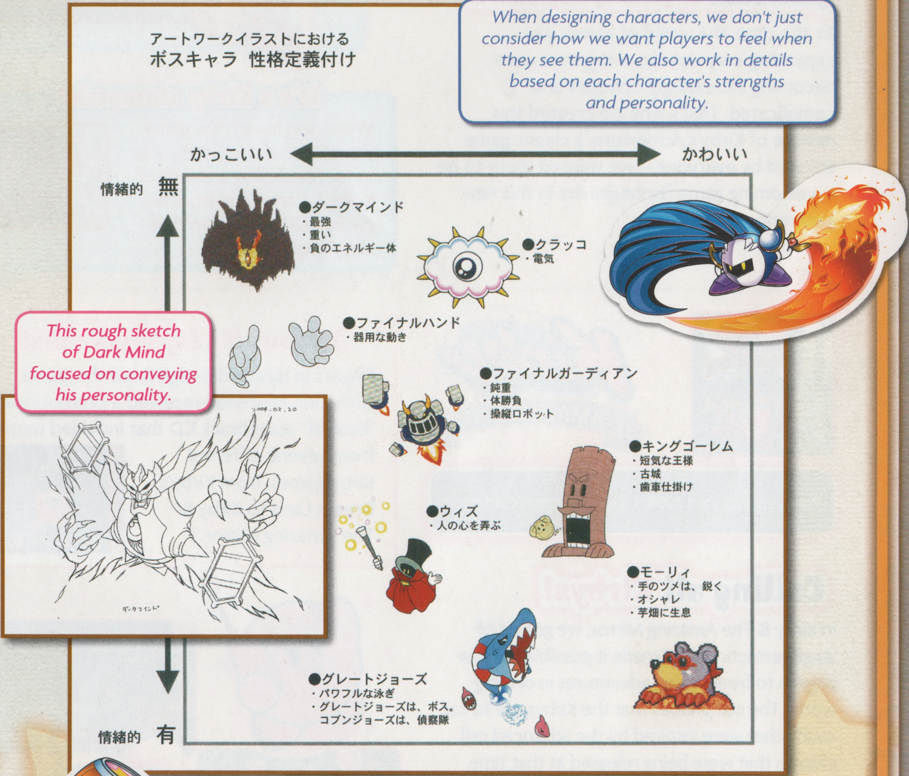
This chart contains abbreviated titles: Adventure = Kirby's Adventure • Air Ride = Kirby Air Ride • Mirror = Kirby & The Amazing Mirror • Canvas Curse = Kirby: Canvas Curse • Dream 1 = Kirby's Dream Land • Dream 2 = Kirby's Dream Land 2 • Dream 3 = Kirby's Dream Land 3 • Epic Yarn = Kirby's Epic Yarn • Kirby 64 = Kirby 64: The Crystal Shards • Mass Attack = Kirby Mass Attack • Pinball = Kirby's Pinball Land • Return to DL = Kirby's Return to Dream Land • Squeak = Kirby: Squeak Squad • Stacker = Kirby's Star Stacker • Super Star = Kirby Super Star • Star Ultra = Kirby Super Star Ultra

GAME BOY ADVANCE

Kirby: Nightmare in Dream Land

Kirby & The Amazing Mirror

When designing characters, we don't just consider how we want players to feel when they see them. We also work in details based on each character's strengths and personality.



アートワークイラストにおける
ボスキャラ　性格定義付け

かっこいい ←→ かわいい

情緒的　無

情緒的　有

●ダークマインド
・最強
・重い
・負のエネルギー体

●クラッコ
・電気

●ファイナルハンド
・器用な動き

●ファイナルガーディアン
・鈍重
・体勝負
・操縦ロボット

●キングゴーレム
・短気な王様
・古城
・歯車仕掛け

●ウィズ
・人の心を弄ぶ

●モーリィ
・手のツメは、鋭く
・オシャレ
・芋畑に生息

●グレートジョーズ
・パワフルな泳ぎ
・グレートジョーズは、ボス。
コブンジョーズは、偵察隊

This rough sketch of Dark Mind focused on conveying his personality.

2004.02.20

ダークマインド

Kirby
Nightmare in Dream Land
GAME BOY ADVANCE

Kirby™ NIGHTMARE IN DREAM LAND

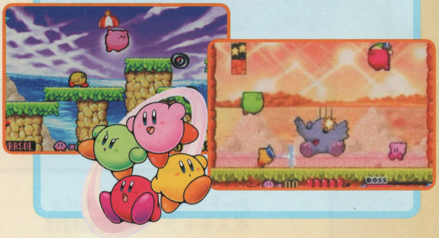
Released: December 2002 Genre: Action, Platformer

Kirby's Adventure, remade for a new generation of gaming beginners.

At this time, the world of games was expanding very rapidly, and games were becoming increasingly complex and complicated. That's why we created this remake of Kirby's Adventure, a classic game enjoyed by everyone—we wanted there to be a welcoming game for beginners in this new generation of gamers.

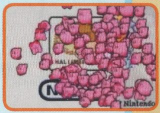
Simultaneous fun for everyone!

This was the first Kirby game to support simultaneous four-player play. This wasn't an easy task, but our development team worked really hard to make it happen.


PARASOL
BOSS

It's a Kirby stampede!

When you launch the game, the title screen appears, only to be flooded by a bunch of Kirbys! Can you believe we packed 120 Kirbys into that surprising scene?!



Kirby
& The Amazing Mirror
GAME BOY ADVANCE
Link It Up!

Kirby™ & The AMAZING MIRROR

Released: October 2004 Genre: Action, Platformer

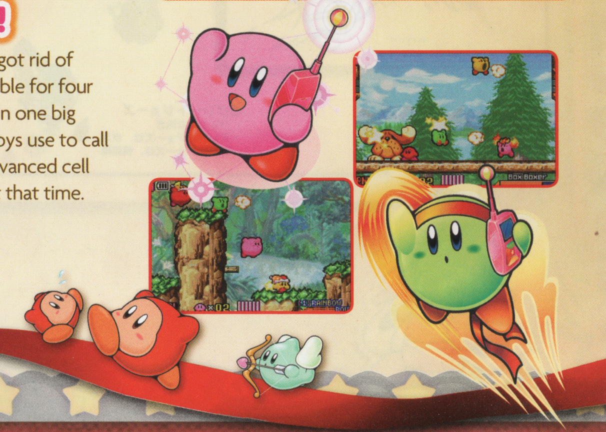
Calling all Kirbys!

In Kirby & The Amazing Mirror, we got rid of stage restrictions and made it possible for four players to freely enjoy adventures in one big world. The cell phones that the Kirbys use to call each other were inspired by the advanced cell phones that were being released at that time.

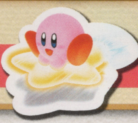
A bonus for Japanese fans!

Players in Japan who registered this game with Club Nintendo received a promotional "best of" soundtrack CD that included music from several different Kirby games, from Kirby's Dream Land to Kirby & The Amazing Mirror.

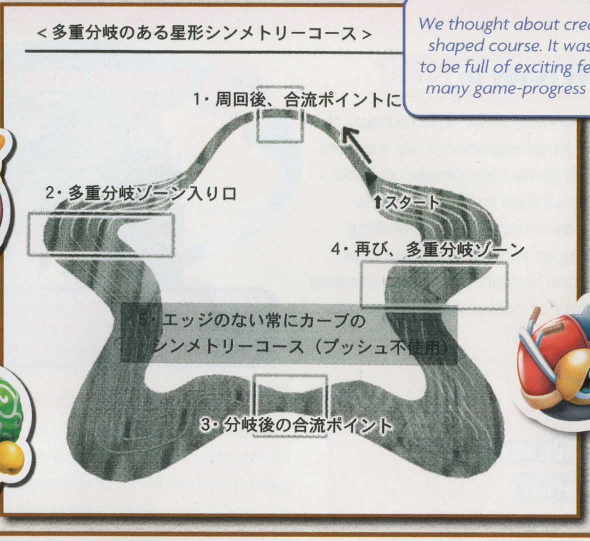
THE VERY BEST OF
KIRBY
52 HIT TRACKS


Box Boxer
RAINBOW

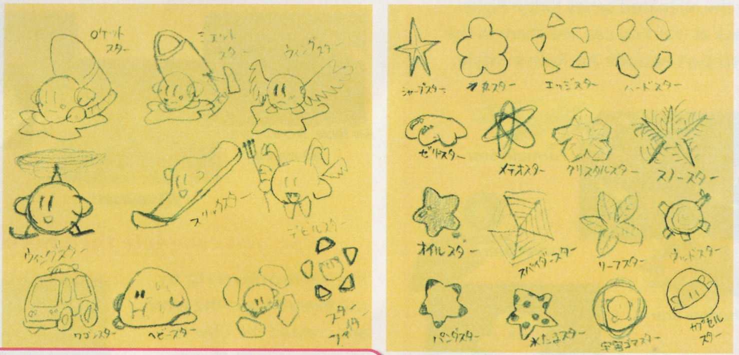
NINTENDO GAMECUBE



Kirby Air Ride


＜多重分岐のある星形シンメトリーコース＞
1・周回後、合流ポイントに
2・多重分岐ゾーン入り口
⬆スタート
4・再び、多重分岐ゾーン
5・エッジのない常にカーブの
シンメトリーコース（プッシュ不使用）
3・分岐後の合流ポイント

We thought about creating a star-shaped course. It was supposed to be full of exciting features with many game-progress variations!


ロケットスター
ジェットスター
ウィングスター
スリックスター
デビルスター
ウィングスター
ワゴンスター
ヘビースター
スターファイター
シャープスター
丸スター
エッジスター
ハードスター
ゼリースター
メテオスター
クリスタルスター
スノースター
オイルスター
スパイダースター
リーフスター
ウッドスター
パンダスター
水たまスター
宇宙ゴマスター
カプセルスター

As you can see from these rough sketches of Air Ride machines, for a while we considered having Kirby transform into an Air Ride machine himself!

Nintendo GameCube

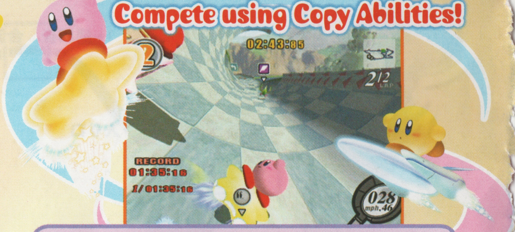
Kirby Air Ride

Released: October 2003 Genre: Racing

Get ready to race!

We wanted everyone to be able to enjoy the thrilling racing-game experience, so we were sure to give this game very simple controls. Much like Kirby's inhale and spit abilities are controlled by a single button, braking and accelerating an Air Ride machine is all controlled by one button. We also made sure to include plenty of customization options.

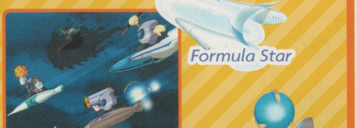
Compete using Copy Abilities!



This game received a very warm reception. Players have told us that they've been playing it for the past nine years and still love it!

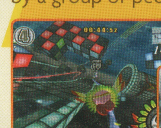
The Air Ride machines get animated!

Some of the Air Ride machines appear in the animated series Kirby: Right Back at Ya! You can see them in the two-part episode Air-Ride-in-Style.

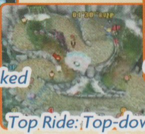


Three ways to play!

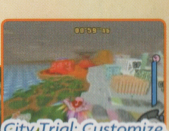
We didn't want to make just a simple, straightforward racing game. After all, this was going to be a Kirby game! With that in mind, we created three different, exciting game modes that could be enjoyed alone or by a group of people.



Air Ride: Action-packed 3D racing!



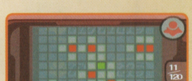
Top Ride: Top-down 2D courses!



City Trial: Customize, ride, race!

Can you complete the Checklist?

We wanted players to try out everything in the game and created the Checklist to encourage them. By completing tasks in the Checklist, a player can unlock special items and features.



11
120

Race all of the standard Air Ride courses!
New Machine: WHEELIE BIKE

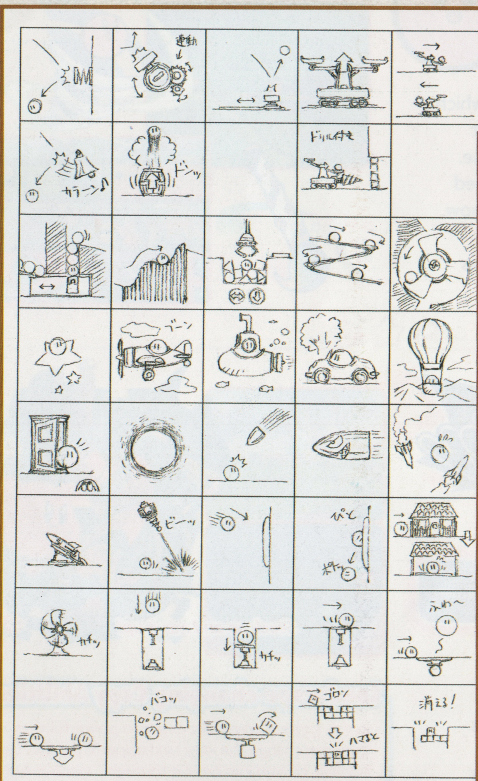
NINTENDO DS

Kirby: Canvas Curse

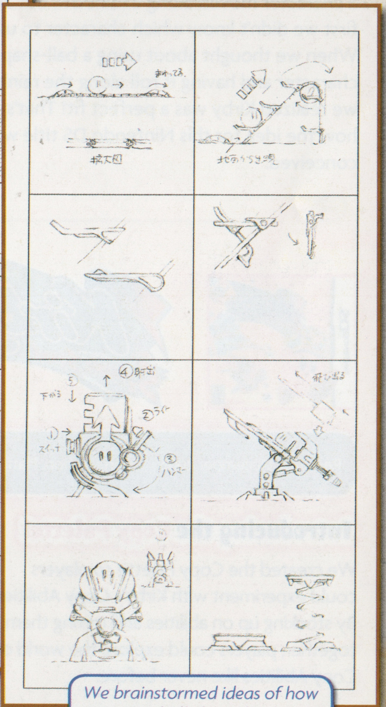
Kirby: Squeak Squad

Kirby Super Star Ultra

Kirby Mass Attack


連動
ドーン
ドンッ
カラーン♪
ドリル付き
ブーン
ビーッ
ぴとっ
カチッ
ふわ〜
バコッ
ゴロン
ハマると
消える!

All of our gadgets started out as sketches like these. It's much easier to communicate ideas through these simple drawings.


まわってる
拡大図
地面から出現
① スイッチ
② ライト
③ ハンマー
④ 射出
⑤ 下がる
飛び出る

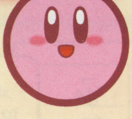
We brainstormed ideas of how to move ball-shaped Kirby at a very early stage.

Kirby Canvas Curse

Released: June 2005 Genre: Action, Platformer

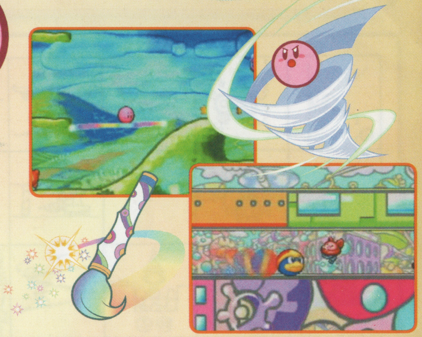
Exploring the art world.

In this game, Kirby explores stages made to resemble different styles of painting, such as oils and watercolors. These varied environments gave us a great opportunity to showcase the unique talents of different designers.



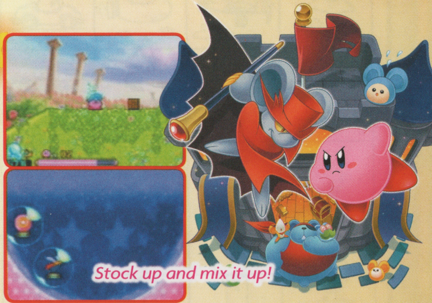
The first Kirby title for Nintendo DS welcomed back ball-shaped Kirby!

We knew we wanted to make a game in which a character moved along a rainbow, but at first we didn't know which character to use. When we thought about using a ball-shaped character and having it roll along the rainbow, we realized Kirby was a perfect fit! That's how the idea for this Nintendo DS title was conceived.



Kirby Squeak Squad

Released: December 2006 Genre: Action, Platformer



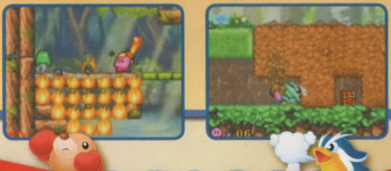
Stock up and mix it up!

Introducing the Copy Palette!

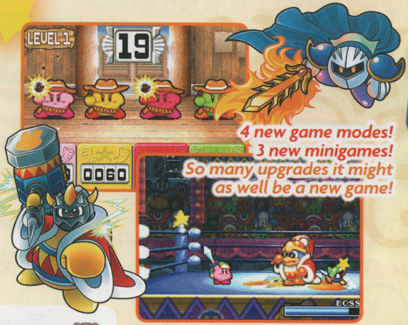
We created the Copy Palette so players could experiment with Kirby's Copy Abilities. By stocking up on abilities and mixing them together, players could explore the world of Copy Abilities like never before.

Landscape-changing Copy Abilities!

In this game, Copy Abilities are so powerful that they can change the very landscape! Trees can be burned, ground can be dug through... We wanted to let players enjoy the fun of creating their own paths.



Kirby Super Star Ultra

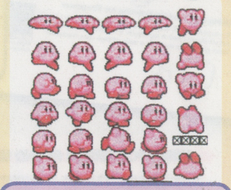


4 new game modes!
3 new minigames!
So many upgrades it might as well be a new game!

Released: September 2008 Genre: Action

A remake to satisfy fans both old and new!

To commemorate Kirby's 15th anniversary, we powered up Kirby Super Star in a big way. This remake incorporates the Nintendo DS system's features, including wireless play, Touch Screen play, and significantly improved graphics.



We revisited Kirby's movement animations and increased their complexity.

Enjoy new 3D cutscenes!

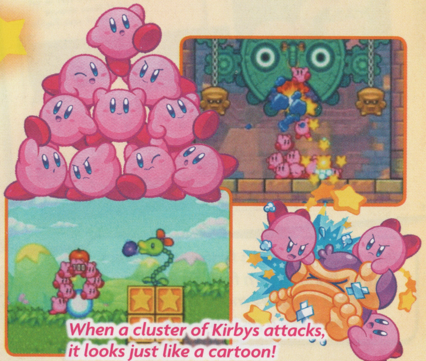
Replacing the old cutscenes with new 3D animations really improved the look of the game. If you watch them closely, you'll see some new elements we snuck in!

Kirby Mass Attack

Released: September 2011 Genre: Action, Platformer

Control 10 Kirbys at once, all with a stylus!

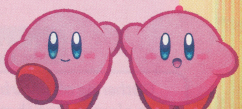
Using one stylus, you can control up to 10 Kirbys at once. Collecting and moving multiple Kirbys is a very entertaining challenge! It's especially fun to watch all those Kirbys team up to defeat enemies and surmount obstacles.

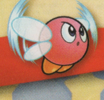


When a cluster of Kirbys attacks, it looks just like a cartoon!

Kirby gets even cuter!

It takes 10 tiny Kirbys to make one normal Kirby. We designed the little ones with smaller hands and feet for a younger, cuter look.



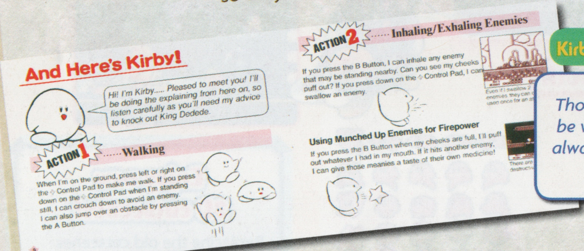


Do you remember reading these before playing the games?

Manual Memories

Manuals have to convey a lot of important information, but they can also be fun, especially when they accompany such cheerful games. We filled our manuals with colorful illustrations so they'd be enjoyable as well as helpful.

Kirby's Dream Land



And Here's Kirby!

Hi! I'm Kirby..... Pleased to meet you! I'll be doing the explaining from here on, so listen carefully as you'll need my advice to knock out King Dedede.

ACTION 1 ......Walking

When I'm on the ground, press left or right on the ✣ Control Pad to make me walk. If you press down on the ✣ Control Pad when I'm standing still, I can crouch down to avoid an enemy. I can also jump over an obstacle by pressing the A Button.

ACTION 2 ......Inhaling/Exhaling Enemies

If you press the B Button, I can inhale any enemy that may be standing nearby. Can you see my cheeks puff out? If you press down on the ✣ Control Pad, I can swallow an enemy.

Even if I swallow 2 enemies, they can

Using Munched Up Enemies for Firepower

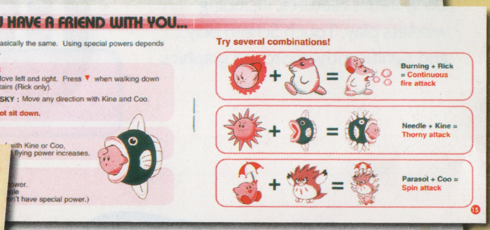
If you press the B Button when my cheeks are full, I'll puff out whatever I had in my mouth. If it hits another enemy, I can give those meanies a taste of their own medicine!

There are

9

Though quiet in the games, Kirby can be very talkative in the manuals and always tries to make learning about a new game fun.

Kirby's Dream Land 2



WHEN YOU HAVE A FRIEND WITH YOU...

Controller functions are basically the same. Using special powers depends on which friend you have.

+Control Pad:

- **LAND :** Move left and right. Press ▼ when walking down stairs (Rick only).
- **WATER / SKY :** Move any direction with Kine and Coo.
- **You cannot sit down.**

A Button:

with Kine or Coo, flying power increases.

ower.

ale

on't have special power.)

Try several combinations!

Burning + Rick = Continuous fire attack

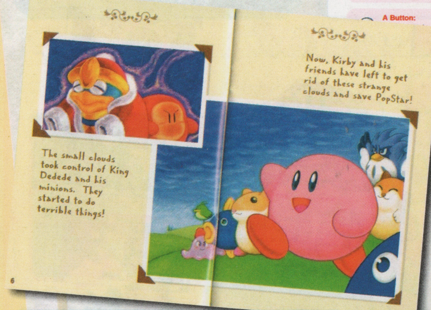
Needle + Kine = Thorny attack

Parasol + Coo = Spin attack

15

In the Kirby's Dream Land 2 manual, we used many illustrations to help explain how Kirby's friends and Copy Abilities could interact.

Kirby's Dream Land 3



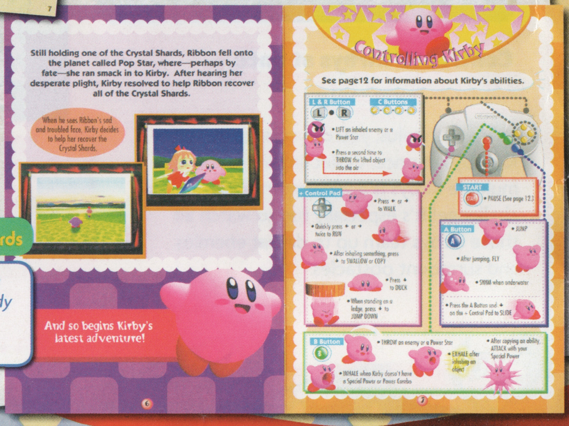
The small clouds took control of King Dedede and his minions. They started to do terrible things!

Now, Kirby and his friends have left to get rid of these strange clouds and save PopStar!

6

7

Kirby's Dream Land 3 featured graphics with a hand-drawn feel. To go along with that style, we made the manual look like a picture book.



Still holding one of the Crystal Shards, Ribbon fell onto the planet called Pop Star, where—perhaps by fate—she ran smack in to Kirby. After hearing her desperate plight, Kirby resolved to help Ribbon recover all of the Crystal Shards.

When he sees Ribbon's sad and troubled face, Kirby decides to help her recover the Crystal Shards.

And so begins Kirby's latest adventure!

6

Controlling Kirby

See page12 for information about Kirby's abilities.

L & R Button

- LIFT an inhaled enemy or a Power Star
- Press a second time to THROW the lifted object into the air

C Buttons

+ Control Pad

- Press ← or → to WALK
- Quickly press ← or → twice to RUN
- After inhaling something, press ↓ to SWALLOW or COPY
- Press ↓ to DUCK
- When standing on a ledge, press ↓ to JUMP DOWN

START

- PAUSE (See page 12.)

A Button

- JUMP
- After jumping, FLY
- SWIM when underwater
- Press the A Button and ↓ on the + Control Pad to SLIDE

B Button

- THROW an enemy or a Power Star
- EXHALE after inhaling an object
- After copying an ability, ATTACK with your Special Power
- INHALE when Kirby doesn't have a Special Power or Power Combo

7

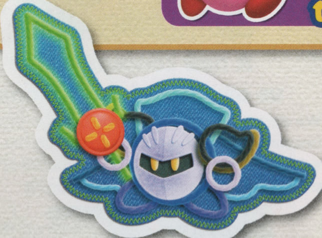
Kirby 64: The Crystal Shards

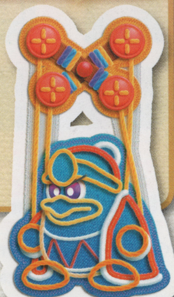
Gathering all of Kirby's basic controls in one place meant that players had a handy reference sheet they could refer to while playing.

Wii

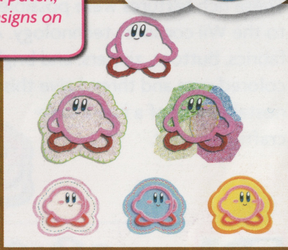
Kirby's Epic Yarn

Kirby's Return to Dream Land

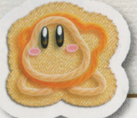


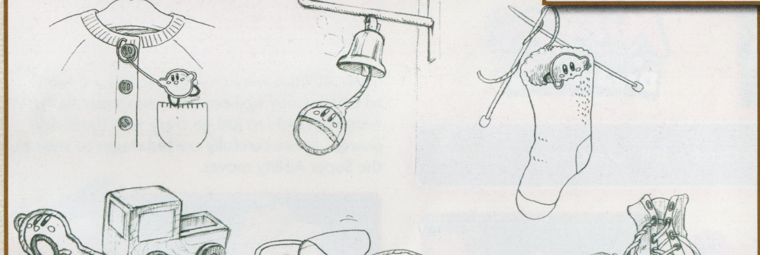


Before Kirby became a patch, we tried these Kirby designs on various cloths.



Check out these rough sketches for Kirby's Epic Yarn!





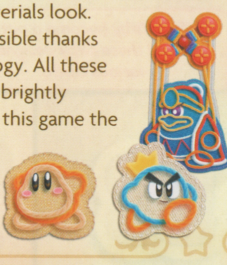
We let our imaginations run wild, thinking what would happen if Kirby came into our homes while made out of yarn. Just imagine if Kirby had been able to interact with familiar objects like these in Kirby's Epic Yarn!

Kirby's Epic Yarn

Released: October 2010 Genre: Action, Platformer

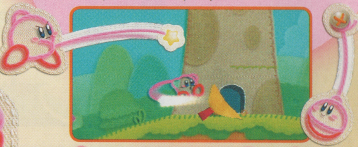
Explore a cozy world made of cloth and yarn.

One of the most amazing things about this game is how realistic the materials look. These rich textures were possible thanks to the Wii console's technology. All these fabrics, buttons, zippers, and brightly colored yarn and thread give this game the nostalgic feel of a handmade crafting project.



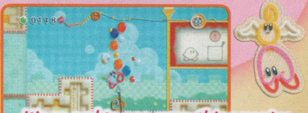
Kirby's new bag of tricks!

Kirby can't inhale in this game, but being turned into yarn gives him amazing new powers! He can transform, lasso things, and interact with fabric landscapes, all in classically cute Kirby style!



A new concept leads us away from an old one.

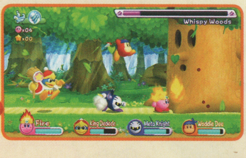
We decided not to have game overs in this game because that concept didn't really suit the feel we were aiming for. Instead, we created other penalties to make the game challenging.



It's so sad to see everything you've collected scatter across the screen!

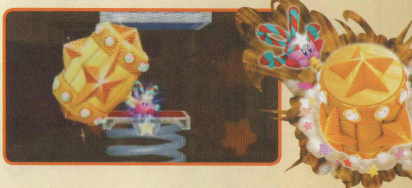
Kirby's Return to Dream Land

Released: October 2011 Genre: Action, Platformer



Grab a Super Ability for the ultimate over-the-top look!

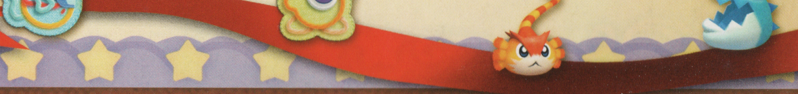
Super Abilities were created because we wanted to create Copy Abilities that were super flashy. We wanted players to just go crazy with these new powers, so we carefully crafted stages to showcase the Super Ability moves.



A classic Kirby game you can play with your friends!

It had been a while since we'd released a new Kirby game that was a classic, TV side-scroller, so it was wonderful to finally release this game, a title we'd been working on for the past 11 years!

We wanted it to be perfect, and it was worth the wait. Finally, we'd created a Kirby game for everyone, in which players could control Meta Knight, King Dedede, and Waddle Dee!



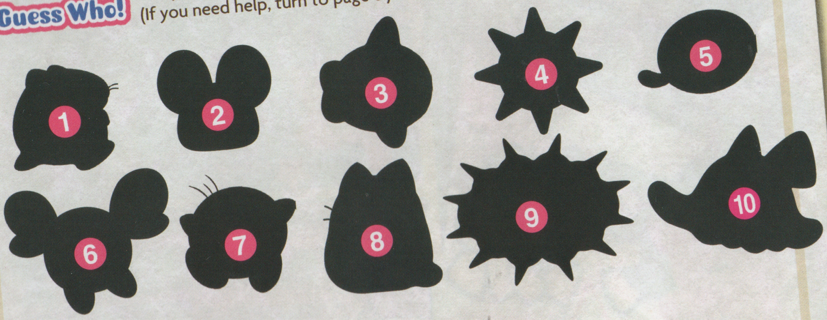
▶ Try for 100%

Popstar Pop Quiz

Think you now know all there is to know about Kirby? Time to prove it! We've packed this book with loads of insider info. Let's see how much you remember!

Guess Who!

Can you recognize these characters based on their shapes? (If you need help, turn to page 6.)



Remember This?

If you need help with these questions, take a look through this book.

1. What unreleased game later became Kirby's Dream Land?
2. What was the first Kirby game to be released in color?
3. In which game did Kirby first get to wear Copy Ability hats?
4. How many new friends joined Kirby in Kirby's Dream Land 3, not counting Gooey?
5. How many Kirbys appeared on-screen at the start of Kirby: Nightmare in Dream Land?
6. Which three games featured a Kirby on their front packaging who wasn't pink?

Ride the Ribbon!

Have you noticed the ribbon that runs along the bottom of pages 8 through 38? You're not the only one! A bunch of characters are hanging out on that red ribbon. Look for them to find your answers!

1. What's the name of the one-eyed character who shows up on the ribbon twice?
2. On which page is there a character who's very good at cooking?
3. How many of our ribbon riders are holding an ax?
4. On which page is a huge Waddle Dee hanging out?
5. How many characters are sticking out their tongues?
6. There's only one piece of fruit on the ribbon. What is it?
7. On which page can you find a Gooey look-alike?
8. When Waddle Doo turns into yarn, what does his eye become?

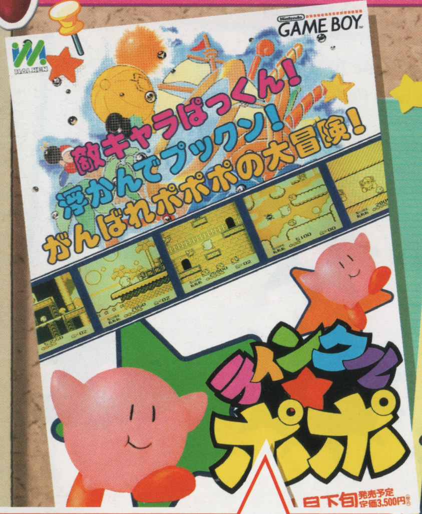
Guess Who! Answers:
❶ Rick ❷ Squeaker ❸ Kine ❹ Gordo ❺ Gooey ❻ Bronto Burt ❼ Waddle Doo ❽ Nago ❾ Kracko ❿ ChuChu

Remember This? Answers: 1. Twinkle Popo 2. Kirby's Adventure 3. Kirby Super Star 4. 3 5. 120 6. Kirby's Dream Land, Kirby's Block Ball, and Kirby & The Amazing Mirror

Ride the Ribbon! Answers: 1. Kracko 2. 24 3. 3 4. 30 5. 3 6. An apple 7. 10 8. A button

Print Gallery

Here's a look at some of our earliest print ads, plus a showcase of some of Kirby's Nintendo Power covers!



GAME BOY

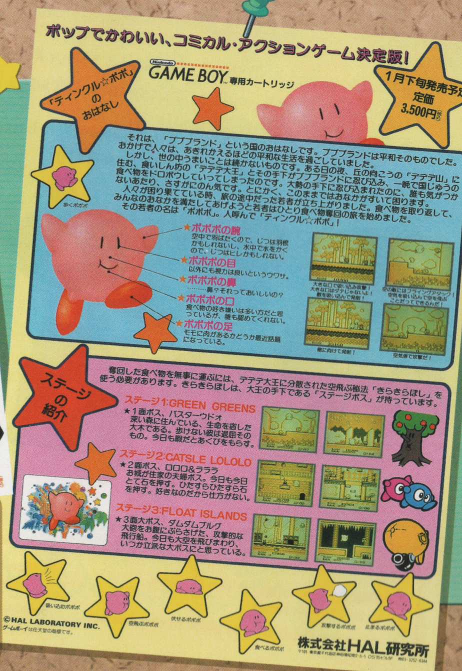
HAL KEN

敵キャラぱっくん！
浮かんでプックン！
がんばれポポポの大冒険！

ティンクル★ポポ

日下旬発売予定
定価3,500円(税込)

We created these ads back when we were still making Twinkle Popo, the game that later became Kirby's Dream Land. This is the first time we've ever shown them publicly! You can see here that there are some subtle differences between Popopo's face and Kirby's face.



ポップでかわいい、コミカル・アクションゲーム決定版！

GAME BOY 専用カートリッジ

「ティンクル☆ポポ」のおはなし

1月下旬発売予定
定価
3,500円(税込)

それは、「ププブランド」という国のおはなしです。ププブランドは平和そのものでした。おかげで人々は、あきれかえるほどの平和な生活を過ごしていました。
しかし、世の中うまいことは続かないものです。ある日の夜、丘の向こうの「デデデ山」に住む、食いしん坊の「デデデ大王」とその手下がププブランドに忍び込み、一晩で国じゅうの食べ物をドロボウしていってしまったのです。大勢の手下に忍び込まれたのに、誰も気がつかないあたり、さすがにのん気です。とにかく、このままではおなかがすいて困ります。
人々が困り果てている時、旅の途中だった若者が立ち上がりました。食べ物を取り返して、みんなのおなかを満たしてあげようと若者はひとり食べ物奪回の旅を始めました。
その若者の名は「ポポポ」。人呼んで「ティンクル☆ポポ」！

歩くポポポ

★**ポポポの腕**
空中で羽ばたくので、じつは羽根かもしれないし、水中で水をかくので、じつはヒレかもしれない。

★**ポポポの目**
以外にも視力は良いというウワサ。

★**ポポポの鼻**
………鼻？それっておいしいの？

★**ポポポの口**
食べ物の好き嫌いは多い方だと思っているが、誰も認めてくれない。

★**ポポポの足**
モモに肉があるかどうか最近話題になっている。

大きな口で吸い込み攻撃！大きな口はダテじゃないよ！敵を吸い込んで発射！

空の敵にはフライングアタック！空気を吸い込んで空を飛ぶことだってできるんだ！

敵に向けて発射！

空気弾で攻撃だ！

ステージの紹介

奪回した食べ物を無事に運ぶには、デデデ大王に分散された空飛ぶ秘法「きらきらぼし」を使う必要があります。きらきらぼしは、大王の手下である「ステージボス」が持っています。

ステージ1:GREEN GREENS
★1面ボス、バスターウドオ
深い森に住んでいる、生命を宿した大木である。歩けない彼は退屈そのもの。今日も暇だとあくびをもらす。

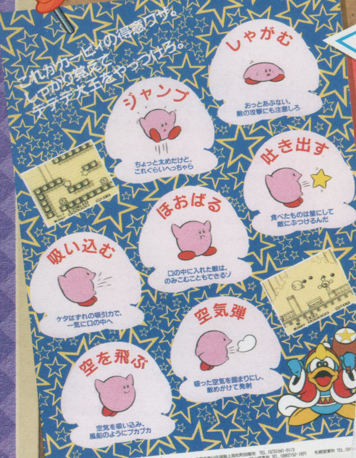
ステージ2:CATSLE LOLOLO
★2面ボス、ロロロ&ラララ
お城が住家の夫婦ボス。今日も今日とて石を押す。ひたすらひたすら石を押す。好きなのだから仕方がない。

ステージ3:FLOAT ISLANDS
★3面大ボス、ダムダムブルグ
大砲をお腹にぶらさげた、攻撃的な飛行船。今日も大空を飛びまわり、いつか立派な大ボスにと思っている。

吸い込むポポポ
空飛ぶポポポ
伏せるポポポ
食べるポポポ
攻撃するポポポ
止まるポポポ

©HAL LABORATORY INC.
ゲームボーイは任天堂の商標です。

株式会社HAL研究所



これがカービィの得意ワザ。
しっかり覚えて
デデデ大王をやっつけろ。

しゃがむ
おっとあぶない、
敵の攻撃にも注意しろ

ジャンプ
ちょっと太めだけど、
これぐらいへっちゃら

吐き出す
食べたものは星にして
敵にぶつけるんだ

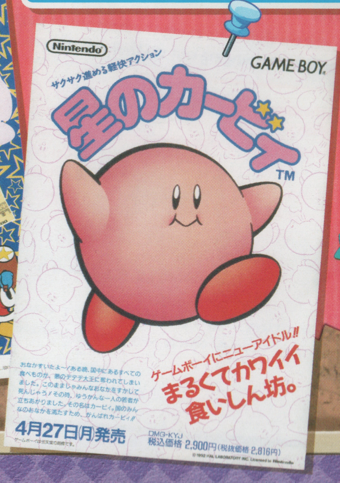
ほおばる
口の中に入れた敵は、
のみこむこともできるゾ

吸い込む
ケタはずれの吸引力で、
一気に口の中へ

空気弾
吸った空気を固まりにし、
敵めがけて発射

空を飛ぶ
空気を吸い込み、
風船のようにプカプカ

This is the first ad we created for Kirby's Dream Land. In it, we showcased the simplicity of the game and Kirby's unique abilities.



Nintendo

GAME BOY

サクサク進める軽快アクション

星のカービィ™

おなかすいたよ～／ある晩、国中にあるすべての食べものが、悪のデデデ大王に奪われてしまいました。このままじゃみんなおなかをすかして死んじゃう！その時、ゆうかんな一人の若者が立ちあがりました。その名はカービィ。国のみんなのおなかを満たすため、がんばれカービィ!!

ゲームボーイにニューアイドル!!
まるくてカワイイ
食いしん坊。

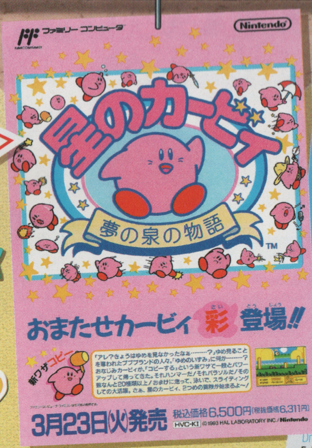
4月27日(月)発売
ゲームボーイは任天堂の商標です。

DMG-KYJ
税込価格 2,900円(税抜価格 2,816円)

©1992 HAL LABORATORY INC. Licensed to Nintendo

Among all these ads, this one definitely stands out! It's just so gorgeous and deluxe! We used a lot of gold for an extra-luxurious feel to show off how much game content was packed inside this title.

The second Kirby release was the first for the Nintendo Entertainment System, and the first in which Kirby got to brighten up TV screens with a colorful pink body!


ファミリーコンピュータ

Nintendo

星のカービィ

夢の泉の物語

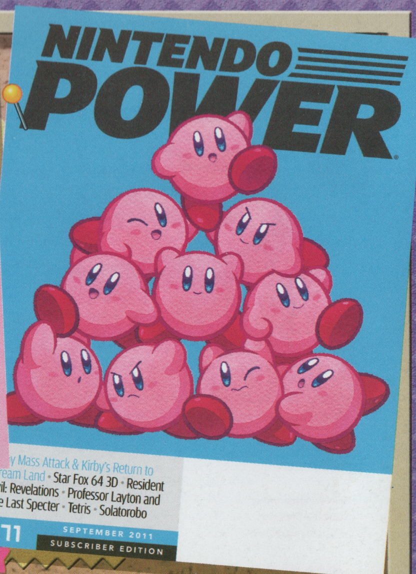
おまたせカービィ彩登場!!

新ワザコピー

「アレ?きょうはゆめを見なかったなぁ………?」ゆめ見ることを奪われたプププランドの人々。「ゆめのいずみ」に何か………?おなじみカービィが、「コピーする」という新ワザで一段とパワーアップして帰ってきた。それハンマーだ!それパラソルだ!その数なんと20種類以上!おまけに走って、泳いで、スライディングしての大活躍。さぁ、星のカービィ、2つめの冒険が始まるよ〜!

3月23日(火)発売 税込価格6,500円(税抜価格6,311円)

HVC-KI ©1993 HAL LABORATORY INC./Nintendo

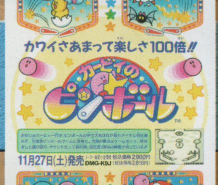

NINTENDO POWER

Kirby Mass Attack & Kirby's Return to Dream Land • Star Fox 64 3D • Resident Evil: Revelations • Professor Layton and the Last Specter • Tetris • Solatorobo

271 SEPTEMBER 2011

SUBSCRIBER EDITION

We filled this ad with lots of illustrations to show off how cute ball-shaped Kirby looks while bouncing around inside fun pinball machines.

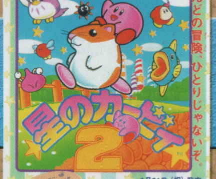

GAME BOY Nintendo

カワイさあまって楽しさ100倍!!

カービィのピンボール

11月27日(土)発売 DMG-K9J 税込価格2,900円(税抜価格2,816円)

©1993 HAL LABORATORY INC. / Nintendo

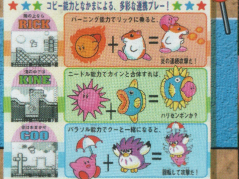

GAME BOY Nintendo

こんどの冒険、ひとりじゃないぞ。

星のカービィ2

3月21日(祝)発売

メーカー希望小売価格 3,900円(税別)


カービィと言えば、コピー能力ですが…?

敵の特技を使いこなすコピー能力は健在です。なおかつ、なかまとの組み合わせで、バラエティーもグーンとゆたかになりました。

吸いこんで、敵をゴックン、コピー完了!

★★★ コピー能力となかまによる、多彩な連携プレー! ★★★

陸の上なら RICK

バーニング能力でリックに乗ると、炎の連続攻撃だ!

海の中では KINE

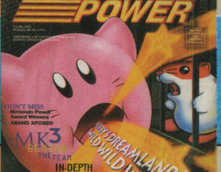
ニードル能力でカインと合体すれば、ハリセンボンか?

空はおまかせ COO

パラソル能力でクーと一緒になると、回転して攻撃だ!

まだまだあります、組み合わせ。つづきはゲームでおためしください!

陸・海・空、様々なステージでカービィとなかまたちが大活躍する「星のカービィ2」。スーパーファミコンとスーパーゲームボーイがあれば、カラーテレビの画面でたっぷりとお楽しみいただけます。色あざやかなプププランドと虹の島々、一見の価値アリ!ですよ。


The only inside source for all Nintendo games

NINTENDO POWER

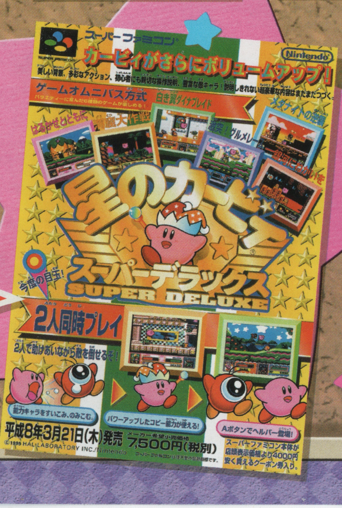
DON'T MISS
- Nintendo Power Award Winners
- XBAND XPOSED

MK3 BEHIND THE TEAM

IN-DEPTH
- True Lies
- Warlock
- Justice League Task Force

KIRBY'S DREAMLAND 2 WILD WILD WORLDS

ON-LINE


スーパーファミコン

Nintendo

カービィがさらにボリュームアップ!

美しい背景、多彩なアクション、初心者にも親切な操作説明、豊富な敵キャラ!説明しきれない超豪華な内容はまだまだつづく。

ゲームオムニバス方式

バラエティーに富んだ6種類のゲームが楽しめる!

白き翼ダイナブレイド

はるかぜとともに

洞窟大作戦

激突!グルメレース

メタナイトの逆襲

銀河にねがいを

星のカービィ スーパーデラックス SUPER DELUXE

今度の目玉!

2人同時プレイ

2人で助けあいながら敵を倒せるぞ!

能力キャラをすいこみ、のみこむ。

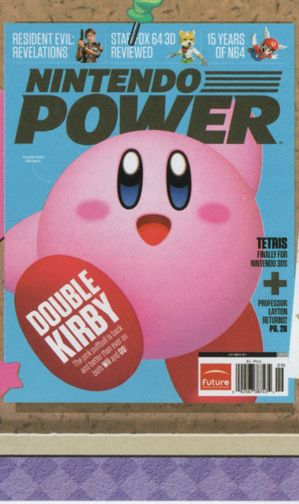
パワーアップしたコピー能力が使える!

Aボタンでヘルパー登場!

平成8年3月21日(木)発売 メーカー希望小売価格 7,500円(税別)

©1995 HAL LABORATORY INC./Nintendo

スーパーファミコン本体が店頭表示価格より4000円安く買えるクーポン券入り。


RESIDENT EVIL: REVELATIONS

STAR FOX 64 3D REVIEWED

15 YEARS OF N64

NINTENDO POWER

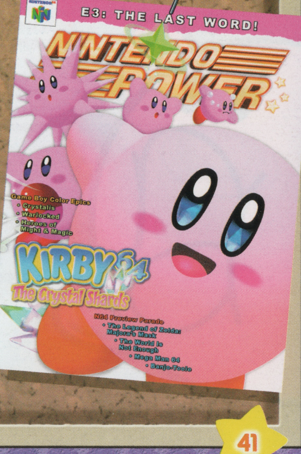
DOUBLE KIRBY

The pink puffball is back and better than ever on both Wii and DS!

TETRIS FINALLY FOR NINTENDO 3DS

+

PROFESSOR LAYTON RETURNS! PG. 28


E3: THE LAST WORD!

NINTENDO POWER

Game Boy Color Epics
- Crystalis
- Warlocked
- Heroes of Might & Magic

KIRBY 64 The Crystal Shards

N64 Preview Parade
- The Legend of Zelda: Majora's Mask
- The World Is Not Enough
- Mega Man 64
- Banjo-Tooie

Staff Credits

The people behind this anniversary collection and its six included titles.

It's been 20 years since Kirby's debut. Since then, the series has grown and grown. We'd like to introduce some of the people responsible for creating these wonderful games and thank them for the great work they've accomplished.

Kirby's Dream Land

Director & Chief Designer
MASA SAKURAI

Chief Programmer
KYOUHEI MIYABI

Programmer
SUNDAY RAIN

GDV Programmers
MAMMY PRECO
TETSUYA NOTOYA

Designer
MOGAMI KURAND

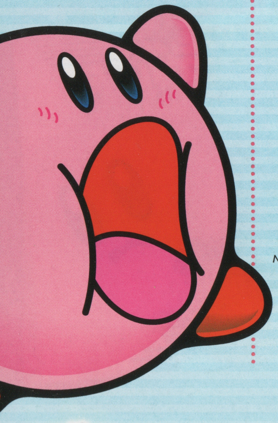
Sound Composer
JUN ISHIKAWA

Special Thanks
BUBBY
CIPHER

Supervisor
BOU NAKAJIMA

Producer
MAKOTO KANAI

AND
SO MANY PLAYERS.



Kirby's Adventure

Executive Producer
HIROSHI YAMAUCHI

Producers
SATORU IWATA
SHIGERU MIYAMOTO
TAKAO SHIMIZU

Director & Game Designer
MASAHIRO SAKURAI

Character Designers
TAKASHI SAITO
SHIGERU HASHIGUCHI
TADASHI HASHIKURA
KAZU OZAWA
KAZUYA MIURA

Map Designers
SHINICHI SHIMOMURA
TSUYOSHI WAKAYAMA

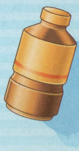
Chief Programmer
HIROAKI SUGA

Programmers
AKIO HANYU
SHIGENOBU KASAI
TETSUYA ABE
TERUYUKI GUNJI
SEIJI OTOGURO
YOSHIMI TAKAHASHI
YOSHIKI SUZUKI

Music Composers
HIROKAZU ANDO
JUN ISHIKAWA

Tool Programmers
SATOSHI MITSUHARA
HIDETOSHI SEKI
SEIKA ABE

Special Thanks
ATSUSHI KAKUTA
YASUHIRO SAKAI
HIDEKI FUJII
HALKEN DEBUGGERS
NINTENDO DEBUGGERS



Kirby's Dream Land 2

Executive Producer
HIROSHI YAMAUCHI

Producers
SATORU IWATA
SHIGERU MIYAMOTO

Project Manager
ATSUSHI KAKUTA

Director
SHINICHI SHIMOMURA

Programmers
YOSHIKI SUZUKI
SHIMEI TEI
MASASHI YAMANE

Computer-Graphics Designers
SHIGERU HASHIGUCHI
KAZUYA MIURA
YOSHIKO OHKUBO

Composers
HIROKAZU ANDO
TADASHI IKEGAMI

Enemy-Spec Designer
ATSUSHI KAKUTA

Map Designers
SHINICHI SHIMOMURA
KENSUKE TANABE
HIDEKI FUJII

Tool Programmers
SEIJI OTOGURO
YOSHIMI TAKAHASHI

Special Thanks
SATOSHI ISHIDA
CHIEKO OBIKANE

Illustrator
HIDEKI FUJII

Manual Editor
ATSUSHI TEJIMA

Kirby Super Star

Executive Producer
HIROSHI YAMAUCHI

Producers
SATORU IWATA
SHIGERU MIYAMOTO

Director
MASAHIRO SAKURAI

Project Manager
RYUKI KURAOKA

Programmers
SHIGENOBU KASAI
TETSUYA ABE
JUNICHI AOYAGI
MASAKAZU EBIHARA
TERUYUKI GUNJI
ISAO TAKAHASHI
AKIO HANYU

Designers
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KAZU OZAWA
HIROO TAKESHITA
TETSUYA MOCHIZUKI

Computer-Graphics Designers
HITOSHI KIKKAWA
TATSUHIRO TANOUE
SHIGERU HASHIGUCHI
TADASHI HASHIKURA

Sound Composers
JUN ISHIKAWA
DAN MIYAKAWA

Map Designers
SHINICHI SHIMOMURA
TOMOMI MINAMI

Advisers
KENSUKE TANABE
TAKAO SHIMIZU

Special Thanks
HIROAKI SUGA
TETSUO KUJIRAOKA
HIDETOSHI SEKI
YOSHIAKI SHINOHARA
SHIGERU HIRAYAMA
SEIJI OTOGURO
ATSUSHI KAKUTA
TAKASHI SAITO
YOSHIMI TAKAHASHI
SATOSHI ISHIDA
CHIEKO OBIKANE

YASUHIRO SAKAI
SHIGEKI YAMASHIRO
TAKUYA KURIBAYASHI
HIRO YAMADA
JIM WORNELL
KAYOMI MCDONALD

Illustrator
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Manual Editor
HIDEKI FUJII

Kirby's Dream Land 3

Director
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Chief Programmer
TERUYUKI GUNJI

Programmers
TETSUYA ABE
ISAO TAKAHASHI
KATSUHURO SAKODA

Chief Designer
SHIGERU HASHIGUCHI

Designers
SANAE KUBOTA
JUNSUKE SUGIURA
KENICHIRO KITA
SATOKO NAKAMURA
YOSHIKO OHKUBO

Mapper
TOMOMI MINAMI

Sound Composer
JUN ISHIKAWA

Illustrator
TETSUYA NOTOYA

Manual Editor
NORIYUKI SATO

Special Thanks
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CHIEKO OBIKANE
TAKAHIRO HARADA
SUPER MARIO CLUB
HAL DEBUG TEAM
JIM WORNELL

Project Manager
RYUKI KURAOKA

Producer
HIROAKI SUGA

Chief Producer
SATORU IWATA

General Manager
TAKEHIRO IZUSHI

Executive Producer
HIROSHI YAMAUCHI

Kirby 64: The Crystal Shards

Director
SHINICHI SHIMOMURA

Chief Programmer
TERUYUKI GUNJI

Programmers
KATSUHURO SAKODA
ISAO TAKAHASHI
YOSHIMI TAKAHASHI
TETSUYA ABE
YASUYUKI NAGASHIMA
KOUICHI WATANABE

Designers
KENICHIRO KITA
REIKO IWAO
MICHIKO TAKAHASHI
HIRO TAKESHITA
SHIGERU HASHIGUCHI
TETSUYA MOCHIDUKI
TOMOMI MINAMI
SANAE KUBOTA
YOUICHI SUKINO
TATSUHIRO TANOUE
TADASHI HASHIKURA
MASANOBU YAMAMOTO
TSUYOSHI WAKAYAMA
HITOSHI KIKKAWA
SATOKO NAKAMURA
KUNIO WATANABE

Sound Composers
JUN ISHIKAWA
HIROKAZU ANDO

Assistant Directors
KAZUYA KONISHI
RYUICHI NOGUCHI

Vice Managers
RYUKI KURAOKA
YOSHIKI SUZUKI
KENSUKE TANABE

Voice Actors
MAKIKO OHMOTO
MASAHIRO SAKURAI

NOA Localization Management
LESLIE SWAN

NOA Localization
BILL TRINEN
MICHELLE POWERS

Package Designer
MICHIYO OHSHIO

Manual Editor
RYUJI HAGINO

Special Thanks
SATOSHI ISHIDA
CHIEKO OBIKANE
HISATOSHI TAKEUCHI
TETSUYA NOTOYA
SENJI HIROSE
YOSHIHITO IKEBATA
CHIHARU ITO
TAKAAKI KAZUNO
HIRONOBU KAKUI
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NARUHISA KAWANO
KAZUHIRO MIZUSAWA
JUN YAMAZAKI
SUPER MARIO CLUB
HAL DEBUG TEAM
MINORU ARAKAWA
MIKE FUKUDA
GAIL TILDEN
NOA PRODUCT TESTING
THE TREEHOUSE

Project Manager
TAKASHI SAITO

Progress Manager
KIMIYOSHI FUKUI

Producers
MASAYOSHI TANIMURA
HIROAKI SUGA
KENJI MIKI

Supervisors
SATORU IWATA
SHIGERU MIYAMOTO

Executive Producer
HIROSHI YAMAUCHI

Kirby's Dream Collection Special Edition

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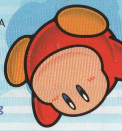

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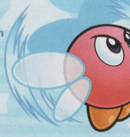

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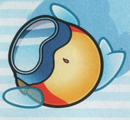

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Executive Producer
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Kirby's 20th Anniversary Soundtrack Song List

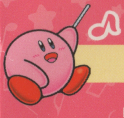
KIRBY'S DREAM LAND	01	Welcome to Dream Land	Players get their first taste of Kirby music on the title screen.
	02	Green Greens	The theme for the first level.
KIRBY'S ADVENTURE	03	Vegetable Valley	A fun first-level track.
	04	Grape Garden	Relax and enjoy Grape Garden's first-stage theme.
KIRBY'S DREAM COURSE	05	Iceberg Ocean	The final course features this tune.
KIRBY'S DREAM LAND 2	06	Coo's Theme	This dramatic song plays when Coo carries Kirby.
	07	Real Dark Matter	Reveal Dark Matter's true form to hear this song.
KIRBY SUPER STAR	08	Get Up and Go-urmet!	The themes for the first and third legs of the Gourmet Race.
	09	Havoc aboard the Halberd	This song features heavily in Revenge of Meta Knight but can also be heard in Milky Way Wishes.
	10	Meddlesome Marx	Kirby's battle with Marx in Milky Way Wishes features this song.
KIRBY'S DREAM LAND 3	11	Ripple Field: Ocean Waves	One of the songs heard in the second level.
	12	The Last Iceberg	One of the songs heard in the fifth level.
KIRBY 64 The Crystal Shards	13	Planet Popstar	This first-level theme welcomes players to Popstar.
	14	Studying the Factory	This song keeps the factory in Shiver Star going.
	15	0^2 Battle	The final boss battle with 0^2 features this tune.
Kirby NIGHTMARE IN DREAM LAND	16	Rainbow Resort	This colorful song sets the mood for Rainbow Resort's first level.
	17	Tower of Midbosses	A song to celebrate a tower full of midbosses.
Kirby AIR RIDE	18	Fantasy Meadows	Fantasy Meadows' theme plays as you get the hang of the Air Ride machines.
	19	Fountain of Dreams	This memorable song fits Nebula Belt perfectly.
	20	City	City Trial comes to life with this song.

Kirby & The Amazing Mirror	**21**	Forest/Nature Area	This chipper tune plays in Rainbow Route and other areas.
	22	Boss Battle Theme	The bosses and Dark Mind's first form favor this song.
Kirby Canvas Curse	**23**	Tiny Town	Tiny Town's theme makes a player feel at home.
	24	Canvas Canyon	Canvas Canyon features this fun tune.
	25	Drawcia Sorceress	An ominous song for the battle with Drawcia.
Kirby Squeak Squad	**26**	Prism Plains	A fun song to introduce players to the first level.
	27	Vocal Volcano	This song plays in the fiery Vocal Volcano.
	28	Squeak Squad Appears!	A tune to announce the Squeak Squad.
Kirby Super Star Ultra	**29**	The Masked King	An intense song for battling a familiar foe.
	30	Helper's Rest	A restful tune for a restful area in Helper to Hero.
	31	The Greatest Warrior in the Galaxy	Battle Galacta Knight while this song plays.
Kirby's Epic Yarn	**32**	Fountain Gardens	An energizing tune for the first level.
	33	Green Greens: Epic Yarn	A fun return to a familiar song while in Whispy's Forest.
	34	Butter Building	This smooth song plays in Tempest Towers.
Kirby Mass Attack	**35**	Meadow Breeze	Learn the basics while this song plays in Green Grounds.
	36	Kirby Conflict	Do battle to this tune in Kirby Quest.
	37	Piggy Enemy	The anthem for the skull-wearing pig, Skullord.
	38	Down to One	Defeat Necrodeus while enjoying this tune.
Kirby's Return to Dream Land	**39**	Cookie Country	This cheerful song welcomes players to more Kirby adventures.
	40	Bring on the Super Ability	A song to herald Kirby's powered-up abilities.
	41	C-R-O-W-N-E-D	Combat an unexpected foe while this song plays.
	42	Returning to Dream Land	This song plays as the staff credits roll.

Bonus Tracks

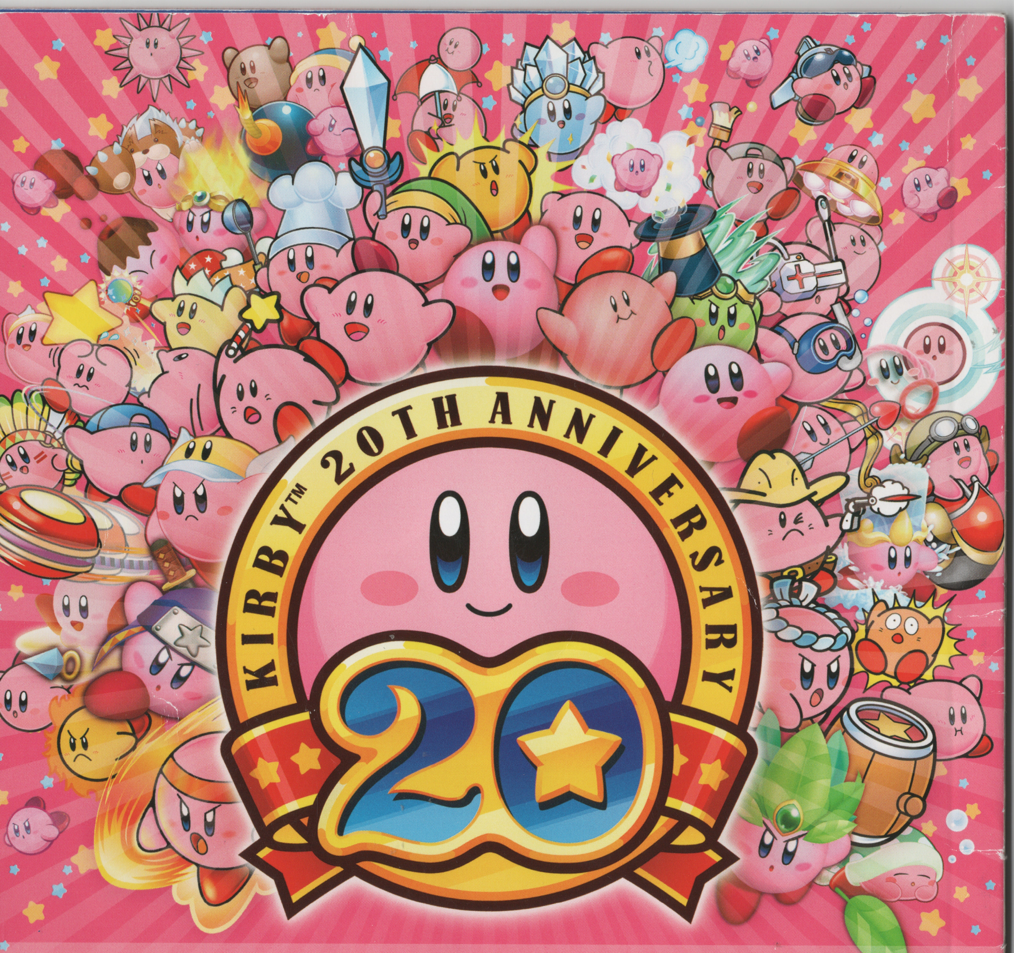
Three new arrangements produced by the sound staff at HAL Laboratory.

43	Electro Kirby
44	Gourmet Race to Green Greens: Chamber Music
45	Dream a New Dream for Tomorrow



The soundtrack CD cannot be played on the Wii console. Please use an audio-CD player.

Please note: the soundtrack CD includes original audio content that may contain low levels of residual noise.



IT'S A CAVALCADE OF KIRBYS!

We can't believe how many Kirbys came out to celebrate with us. It's hard to keep track of them all! Can you tell which game each Kirby came from?

Answers on page 28.

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